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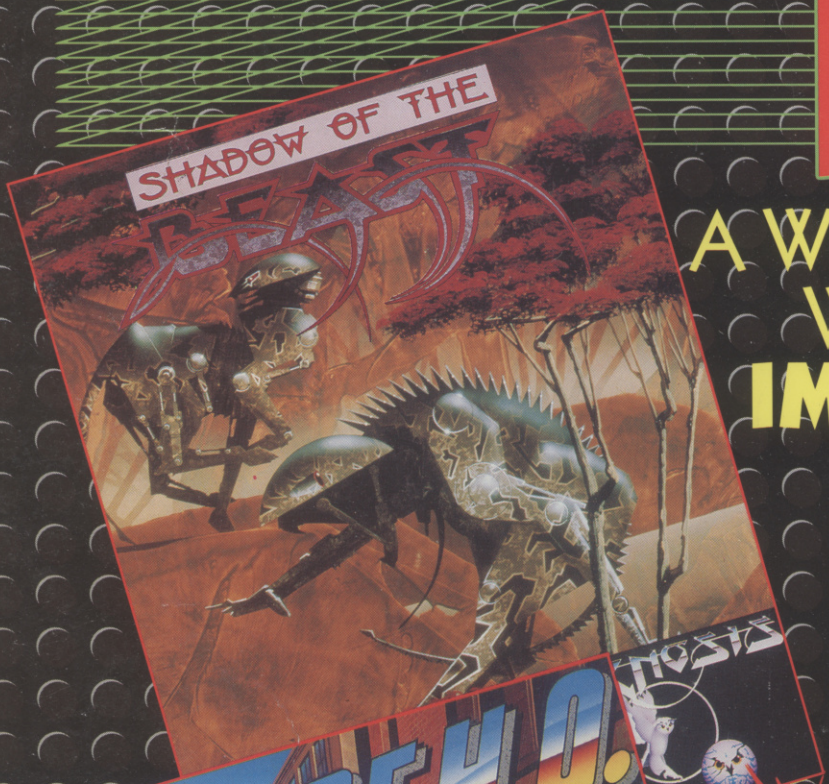

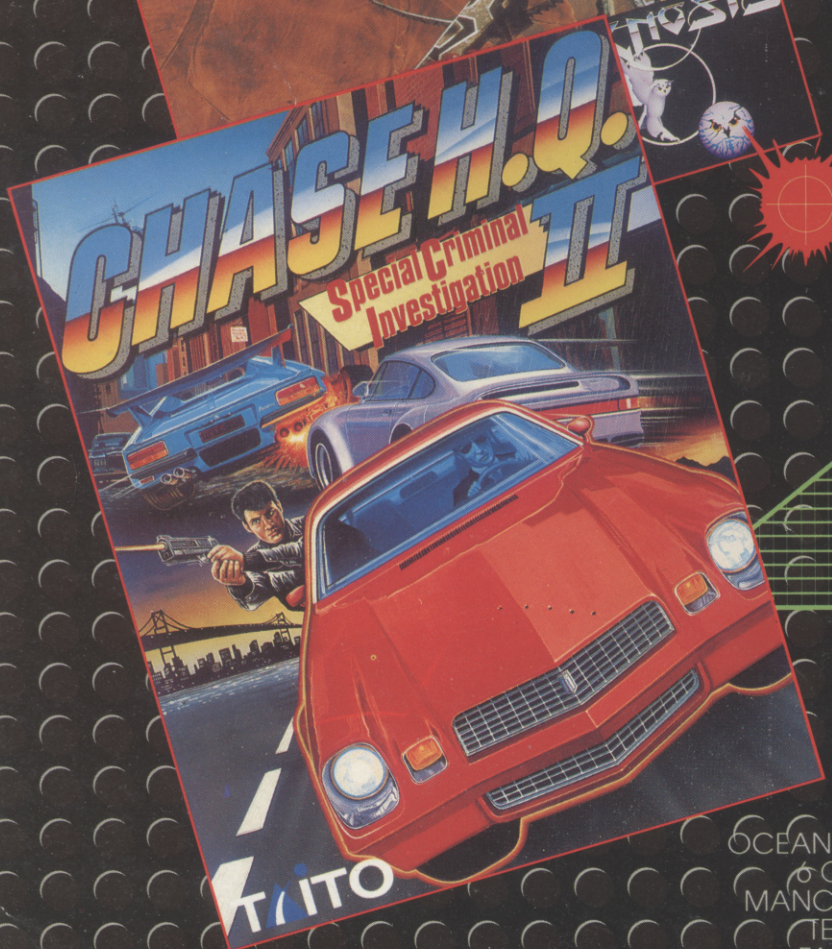

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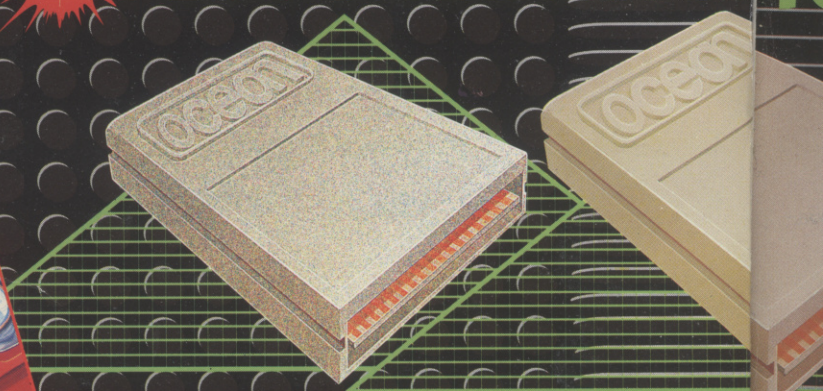

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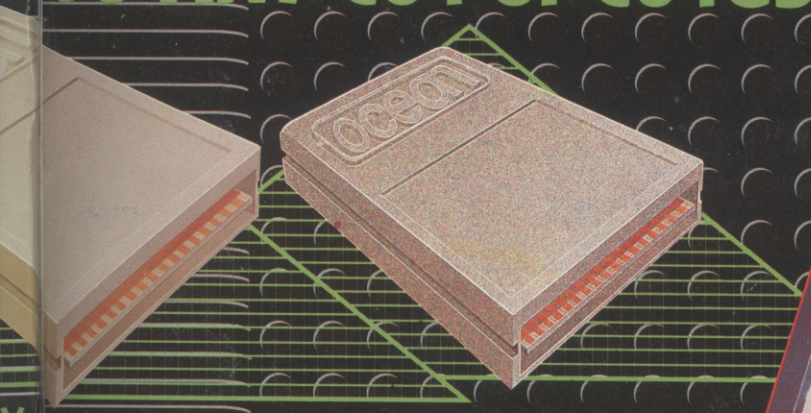

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The Complete Games Guide is a massive round-up of console games on Megadrive, Nintendo, Sega, Gameboy, GX4000, Neo Geo, Lynx and PC Engine. Over 400 games are individually reviewed and rated, making this the biggest and most complete guide to console software ever published! Here are all the games that are reviewed...

SPECIAL THANKS TO...

Dave at CONSOLE TRONICS for lending us the Neo Geo and games - your help was very much appreciated.
ADVANCE CONSOLE ENTERTAINMENT for being the first guys to get hold of a Super Famicom and lend it to us! Cheers guys!
By the way, if you're interested, they were the first company to produce PAL and SCART machines!

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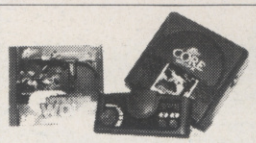

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THE COMPLETE MACHINE GUIDE

FOLLOWING THIS ARE REVIEWS OF 11 DIFFERENT CONSOLES TO HELP YOU CHOOSE THE MACHINE THAT SUITS YOU BEST.

SEGA MEGADRIVE

SUPPLIER: There are three versions of this machine available. The official UK version, which comes with a copy of Altered Beast, proper English instructions and full Sega warranty and can be bought from high street shops. Imported versions of the machines (which only carry the vendor's guarantee) are available from various mail order outlets.
PRICE: £179.99 for official versions. Around £150.00 for imported versions.
COMMENTS: There are two versions of the imported machine, PAL and SCART. For more details of PAL and SCART formats, see the PC Engine.
GRAPHICS: 64 colours on-screen at the same time from a palette of 512. The machine can handle up to 64 sprites on-screen at the same time.
SOUND: Incredible 10-channel stereo using a modified FM sound chip, best appreciated by plugging headphones into the socket on the front of the machine.
PROCESSOR: 68000 CPU and Z80 sound controller.
PERIPHERALS: In the pipeline at the moment are a modem which lets you play certain games over the phone, a keyboard, disk drive, graphics tablet an adaptor which lets you play all 8 bit Sega games on the machine and an incredible CD-ROM unit (which won't be available until late 1991).
THE GAMES: Compared with all other consoles, at the moment the Megadrive has by far the most im-

pressive range of games, with plenty of superb arcade conversions and lots of stunning original titles.
THE FUTURE: As rosy as can be - a user base that's growing daily and tons of amazing games in the pipeline!
SUMMARY: A stunning machine with loads of superb games. A true games player's console.

SEGA MASTER SYSTEM

SUPPLIER: Available in high street shops around the country.
PRICE: From £79.95.
COMMENTS: None.
GRAPHICS: 16 colours on-screen at once from a palette of 128.
SOUND: Limited three-channel mono.
PROCESSOR: Z80.
PERIPHERALS: 3D glasses, light gun, proper joystick and rapid fire unit.
THE GAMES: Huge selection of big-name coin-op conversions and original games which range from average to extremely good, and plenty of exciting new ones in the pipeline.
THE FUTURE: Plenty of UK software houses have signed up Sega game developer licences, so expect plenty of great games over the coming months.
SUMMARY: Still the biggest-selling console in Europe, and has a good range of games ranging from as little as £9.99! If you can't afford a Megadrive, this is the obvious choice.

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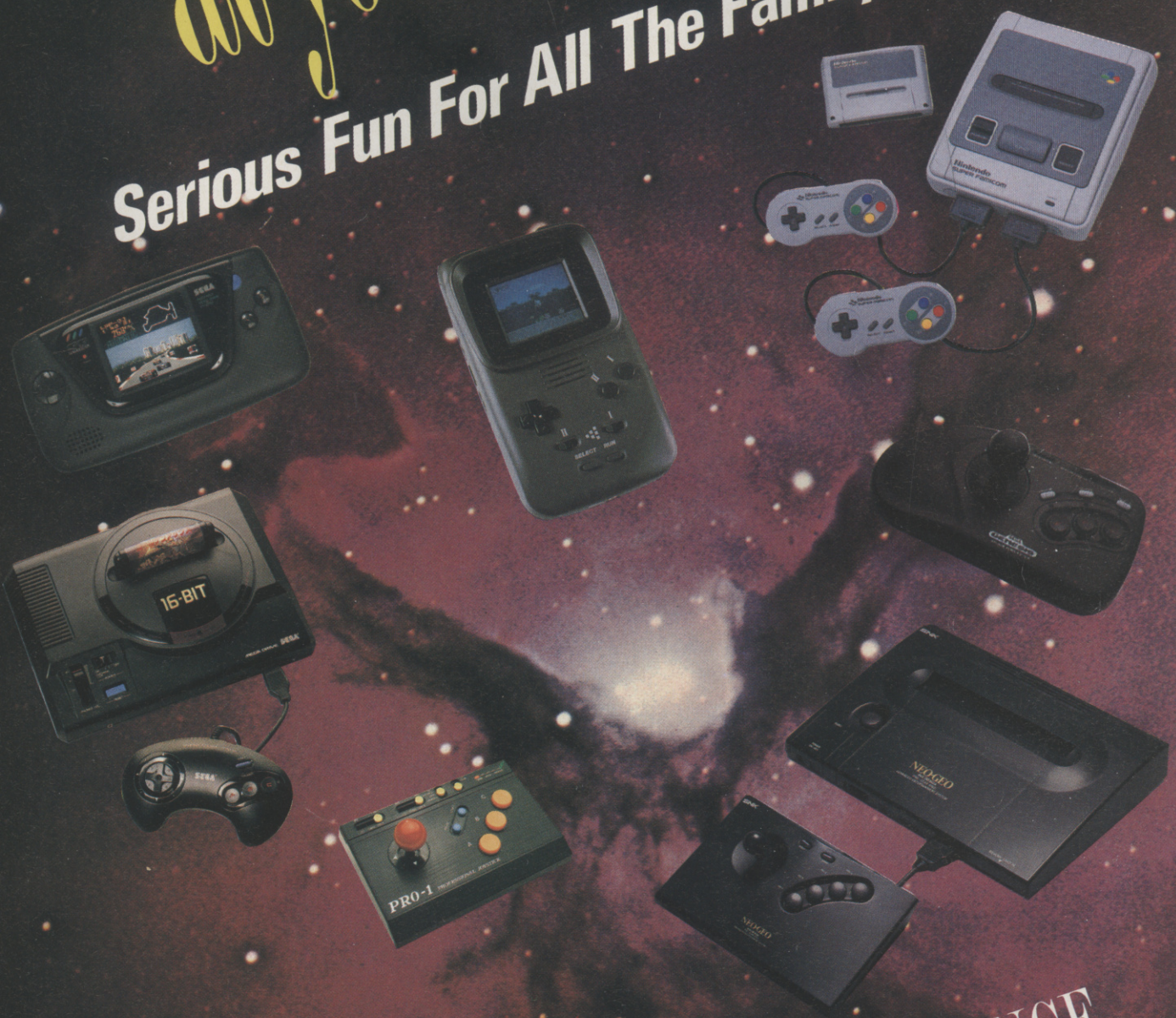

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SUPER FAMICOM

SUPPLIER: Mail order import specialists - check the ads.
PRICE: The first batch of machines cost about £350.00 due to huge demand in Japan, but after Christmas expect them to drop to around £200.00.
COMMENTS: SCART and PAL versions are available - see the PC Engine comments for a full explanation.
GRAPHICS: Fantastic. A palette of over 38,000 colours, a variety of graphics modes and all sorts of fab hardware scrolling (four-playfields), sprite scaling and rotation
SOUND: Stunning multi-channel PCM stereo sound.
PROCESSOR: Superfast custom 16-bit processor.
PERIPHERALS: None available as yet, but a CD-ROM system is in the pipeline.
THE GAMES: Two stunners available at present, but there are tons in the pipeline, and software houses all over the world are falling over themselves to get a developer's licence.
THE FUTURE: No question about it, the Super Famicom will become THE games machine of the early 1990's.
SUMMARY: A fantastic machine which blows away the competition. There are some amazing new games coming out, and they can only get better. If you think it looks good now - you ain't seen nothin' yet.

NINTENDO

SUPPLIER: Available from high street shops.
PRICE: £79.99
COMMENTS: None.
GRAPHICS: Eight colours on-screen at the same time from a palette of 53.
SOUND: Reasonable five-channel mono.
PROCESSOR: 6502 running at 1.8 Mhz.
PERIPHERALS: Joystick, light gun and a very limited interactive robot which is being phased out. In the US there are a massive variety of add-ons, including a four-player link, arcade-style video cabinets, inflatable motorbikes and special glove controllers.

THE GAMES: The range of games is getting better month by month, with a lot of new and exciting titles being released. In the US the range of games is second-to-none, with virtually all major coin-ops converted to the machine, and a plethora of original titles.
THE FUTURE: The machine is now selling fast in the UK. Nintendo are planning to release loads of great titles this year, ensuring plenty of thrills for Nintendo owners.
SUMMARY: A old, but neat machine which has fast-growing user base. With plenty of new and exciting titles coming out for it, the Nintendo console shouldn't be overlooked.

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In this, the 4th in the Complete Guide series, there should be a lot of small reviews of games released from way back to date. At Console Quest, it may well be that we hold some of the great games in our second-hand stocks. This covers the **PC ENGINE**, prices from £15-20, **MEGADRIVE** £15-32 & the **GAMEBOY** at £15. We take in exchanges too, Please ring to check us out.

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NEO GEO

SUPPLIER: Many mail order import specialists - check the ads.
PRICE: £400.00
COMMENTS: None.
GRAPHICS: Amount of colours unknown, 380 hardware sprites with hardware sprite scaling.
SOUND: Multi-channel PCM sound output in stereo.
PROCESSOR: 68000 CPU running at 12 MHz with supporting Z80A.
PERIPHERALS: None.
THE GAMES: A variety of games identical to their arcade counterparts are available - but they cost over £150.00 each!

THE FUTURE: Unless this machine comes down to a reasonable price, it's pretty much doomed.
SUMMARY: An amazing machine, but it and its software are way, way, way too expensive. All the games look and sound stunning, but the problem with a lot of them is that their playability isn't particularly brilliant and they're too easy to complete, and consequently become dull very, very quickly - and that's not what you'd expect for software that costs over £150.00. It would be cheaper to go and play them in the arcades - you'd only need to spend between £10 and £20 before you get bored! Unless you've got more money than sense, give this a miss...

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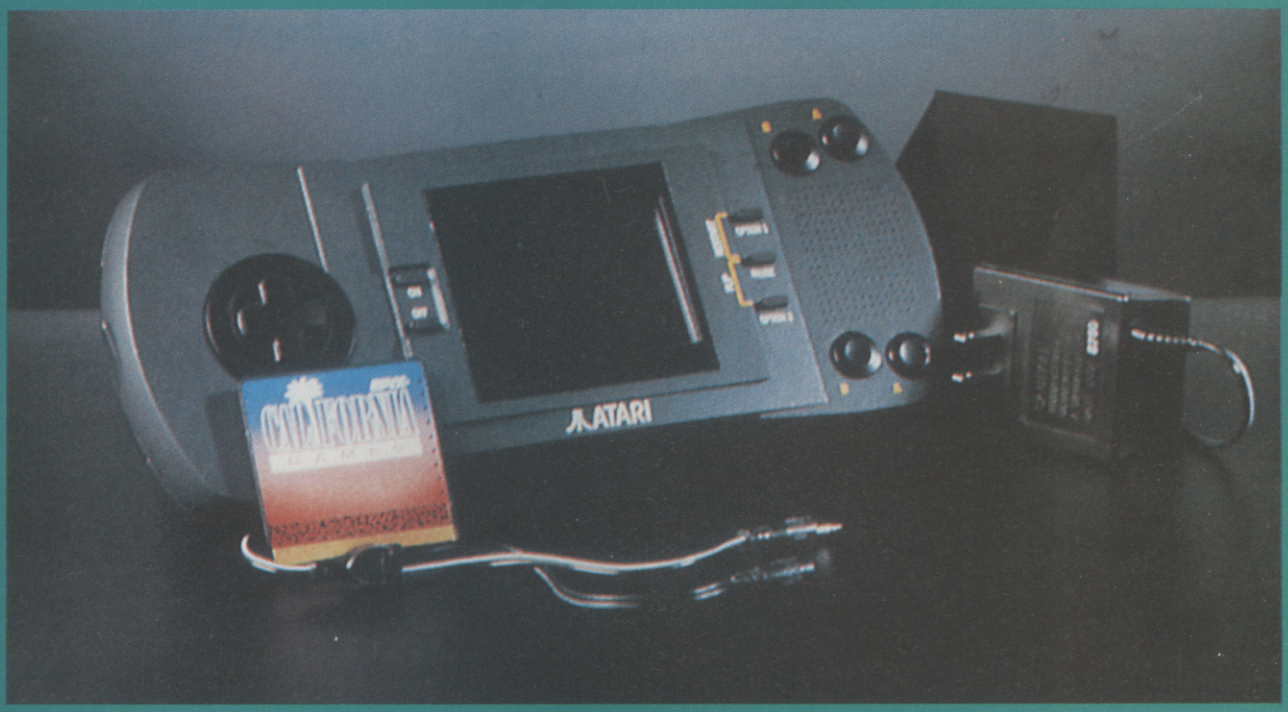

ATARI LYNX

SUPPLIER: Available in high street shops.
PRICE: £129.99
COMMENTS: None
GRAPHICS: 16 colours on-screen at once from a pallette of 4096. The machine can handle up 1024 sprites at once. The LCD screen is large and doesn't strain the eyes.
SOUND: Great four-channel stereo.
PROCESSOR: 6502C running at about 4Mhz.
PERIPHERALS: None announced as yet.
THE GAMES: After a slow start, games are finally being regularly released for the machine.
THE FUTURE: We're promised a regular supply of games over the next 12 months, and apparently American companies are signing up developer contracts at the moment.
SUMMARY: The Lynx is a remarkable machine which is capable of producing ST and Amiga quality games. However there are two main problems: its incredibly short battery life - only 2-3 hours of play compared with the Gameboy's 20, and that it's a little too large - it's nearly 12 inches long, four inches wide and an inch thick - to be truly transportable. The price tag is quite high, but if you're after a machine to play at home without having to use the family telly, this is worth considering.

PC ENGINE

SUPPLIER: Various mail order outlets - check the adverts in this book. Official UK launch date is rumoured to be Easter 1991.
PRICE: From around £150.00 upwards.
COMMENTS: There are two versions of the machine, PAL and SCART. The PAL versions are specially converted to work with any UK television set. The slightly cheaper SCART versions only work if you have a television or monitor with a SCART or EUROCONNECTOR. Most televisions don't have them - if yours hasn't, buy a PAL version.
GRAPHICS: 16 colours on-screen at the same time from a pallette of 512. The machine can handle up to 64 sprites on-screen simultaneously.
SOUND: Excellent 6-channel stereo. Best appreciated by buying an Audio/Visual Booster (around £20) which lets you connect the machine up to a Hi-Fi.
PROCESSOR: Custom 6502 LSI running at around 7.2 Mhz.
PERIPHERALS: Turbo joypads with autofire, proper joystick, Audio/Visual Booster, two, three and five-player multi-taps which let up to five players play certain games simultaneously, CD-ROM Player, graphics pad and printer (coming soon), battery-backed RAM which lets you save game positions (coming soon).
THE GAMES: Loads of extremely high quality games across a broad spectrum of genres. There are also plenty of big-name arcade conversions of very high quality.
THE FUTURE: Plenty of support from Japanese and American software houses means that there will be a constant supply of very high quality games and coin-op conversions over the coming years.
SUMMARY: The PC Engine is losing out to the Megadrive in Britain at the moment. However, rumour has it that the machine will be launched in Britain next year. If it costs around £100.00 it could do pretty well...

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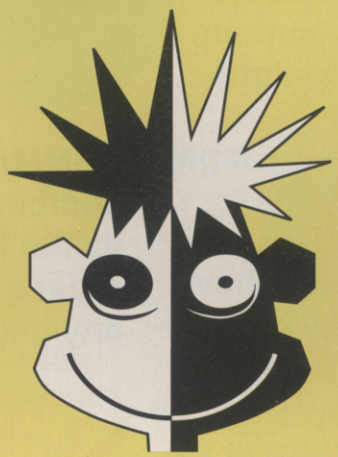

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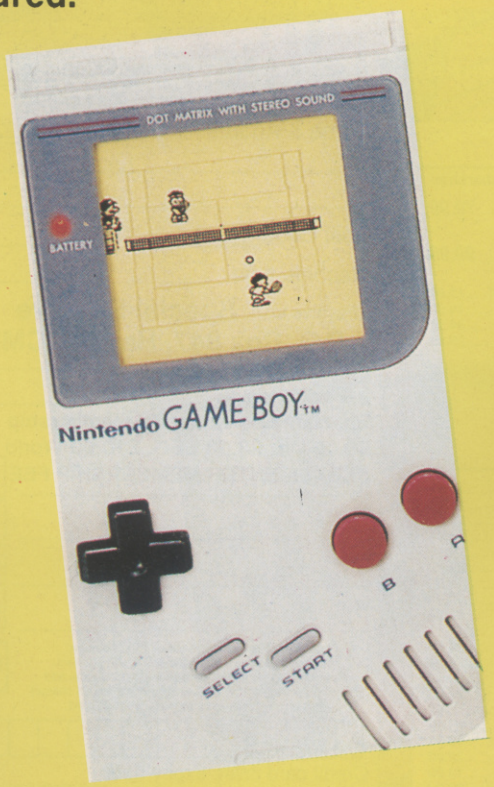
GAMEBOY

SUPPLIER: Available from high street shops.
PRICE: £69.99
COMMENTS: Many people think that the Gameboy is like those crappy LCD hand-held games that have been around for years. It's not. The Gameboy features a miniature TV screen, and the graphics are just like what you'd get on a black and white TV.
GRAPHICS: Black and white hi-res.
SOUND: Four-channel stereo.
PROCESSOR: Rumoured to be 6502-based, but not confirmed.
PERIPHERALS: Carry case, link-up cable, power supply, several light adaptors for nocturnal play.
THE GAMES: Tons released in Japan and the US - let's hope they're brought over here soon.
THE FUTURE: Millions of units have been sold worldwide, and all the indications are that it's doing brilliantly in Europe. With loads of games in the pipeline, the Gameboy's future is assured.



SUMMARY: Long-lasting battery life combined with true portability (it easily fits in your pocket) and a range of great games means this is a must for any gamesplayer on the move!

GAME GEAR

SUPPLIER: Mail order import specialists - check the ads.
PRICE: From around £225.00.
COMMENTS: None
GRAPHICS: Nice-sized colour screen which has virtually the same characteristics as a Master System.
SOUND: Four-channel stereo.
PROCESSOR: Z80-based.
PERIPHERALS: TV tuner.
THE GAMES: There are some pretty entertaining games available at the moment, and there are plenty more to come.
THE FUTURE: Release in the UK is rumoured to be Easter, and the machine will cost between £120.00 and £130.00. There should be plenty of

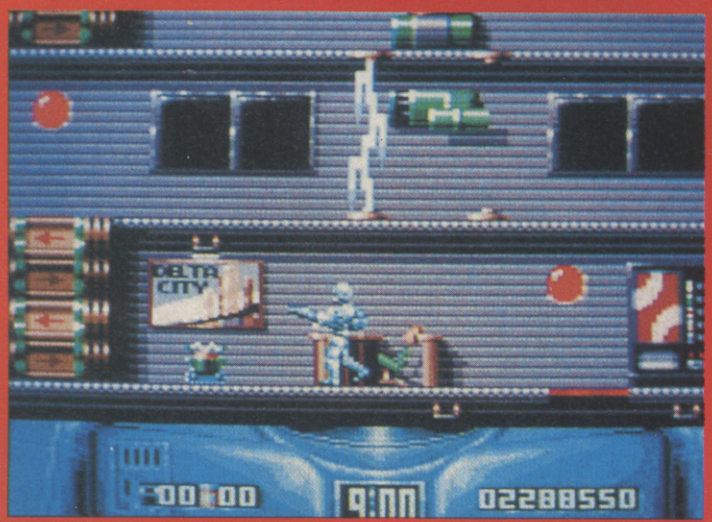
games available for it by that time.
SUMMARY: Basically, this is a portable Master System. It's nowhere near as powerful as a Lynx, but the software is pretty good, and there's the addition of a tuner which turns the machine into a mini TV.

TURBO EXPRESS

SUPPLIER: Mail order importers only - check the ads.
PRICE: Over £250.00 - shop around for the best price.
COMMENTS: None.
GRAPHICS: Same as the PC Engine.
SOUND: Same as the PC Engine.
PROCESSOR: Same as the PC Engine.
PERIPHERALS: None.
THE GAMES: Compatible with all standard PC Engine games.
THE FUTURE: As long as the PC Engine keeps going, there will be games available for this too!
SUMMARY: A neat little portable which has some incredible games available for it - however, it's very expensive, and there's no UK launch planned as yet.

AMSTRAD GX4000

SUPPLIER: Available from high street shops.
PRICE: £99.99
COMMENTS: None.
GRAPHICS: 32 colours on-screen from a palette of 4096.
SOUND: Limited four-channel stereo.
PROCESSOR: Z80-based with custom chips.
PERIPHERALS: None.
THE GAMES: A variety of games are available, ranging from very poor to very good. Some of the games are identical to normal Amstrad games, and a few use the hardware capabilities. In all cases, try before you buy.
THE FUTURE: Software support has been pledged, but at present the user base is growing slowly.
SUMMARY: A neat little machine which is capable of a lot more than much of its software demonstrates.



C64GS

SUPPLIER: Available from high street shops.
PRICE: £99.99
COMMENTS: None.
GRAPHICS: 16 colours on-screen from a pallette of 16.
SOUND: Excellent 3-channel mono.
PROCESSOR: 6510.
PERIPHERALS: None.
THE GAMES: Software releases are limited at present, but there are more games in the pipeline.
THE FUTURE: Fairly good - as long as more games are released for it.
SUMMARY: The C64 console is a nice idea, but when it comes down to it, why not buy a C64 computer instead? Not only will you be able to play cartridge games on it, but you'll also have access to literally hundreds of brilliant cassette and disk games, many of which are now available on budget price.

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MEGADRIVE

AFTERBURNER II

MEGADRIVE

Take to the skies in this rip-roaring conversion of Sega's hugely successful hydraulic coin-op.

All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of 3D action, shooting down an entire enemy air force as you go. The action is amazingly fast, with smooth 3D update and brilliantly drawn sprites, and challenging too, especially on later levels. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech.

When C+VG reviewed the game earlier this year, some people thought that is was overrated, feeling that it didn't have enough variety. The answer to that is, if you don't like the arcade game, don't buy it - after all, if you don't like heavy metal music, you're not going to go out and buy an album, even if it's a superb example of that type of music. If a game is rated highly, make sure that you like the subject matter before parting with your cash. And in this case, if you're an Afterburner fan, this is the best conversion you're ever likely to play.

OVERALL 90%

AIR DIVER

MEGADRIVE

This is very similar in a way to Afterburner, but features more variety, but much worse graphics.

At the start of a game you're presented with a map of the world, and it's up to you to choose a sector to patrol. Once that's done it's time to take to the skies and destroy all other planes in the area. When sufficient enemy craft have been shot down, you take on the big boss craft - destroy it and the area is cleared, so that you can move onto the next sector.

Air Diver sounds promising, but actually it's a bit rough around the edges. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.

OVERALL 69%

ALTERED BEAST

MEGADRIVE

"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op, featuring all five levels, one or simultaneous two-player action and identical graphics (the sequence where you transform from man to beast is particularly good), speech and music.

So it's pretty brilliant, then? Well, not really. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game.

To state a cliche, fans of the arcade game will love this, but others will find this only has limited appeal. It's okay as a freebie, but don't expect it to keep you occupied long after Christmas if Santa brings you a Megadrive!

OVERALL 67%

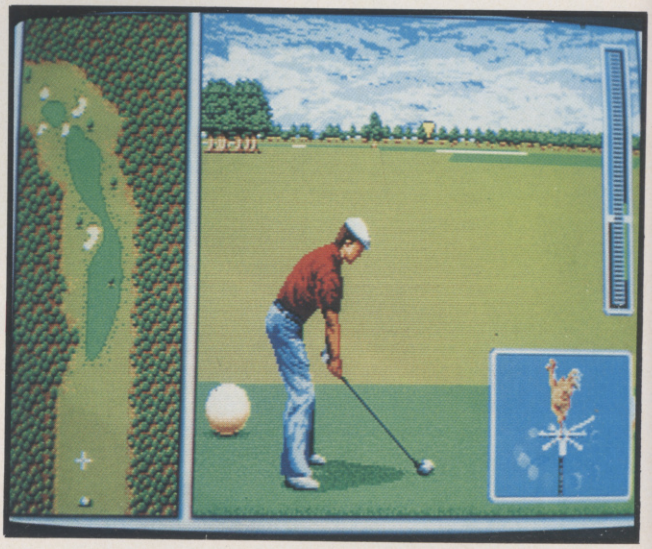
ARNOLD PALMER'S GOLF

MEGADRIVE

If you don't fancy donning your large-checked flares, your lovely mauve pringle jumper and taking a stroll around a wind-swept golf course, why not try out this Megadrive simulation instead.

The control method and selection of clubs is very comprehensive, and your on-screen golfer is able to perform an amazing variety of different strokes - including some crap ones if you don't get it right! Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.

OVERALL 85%



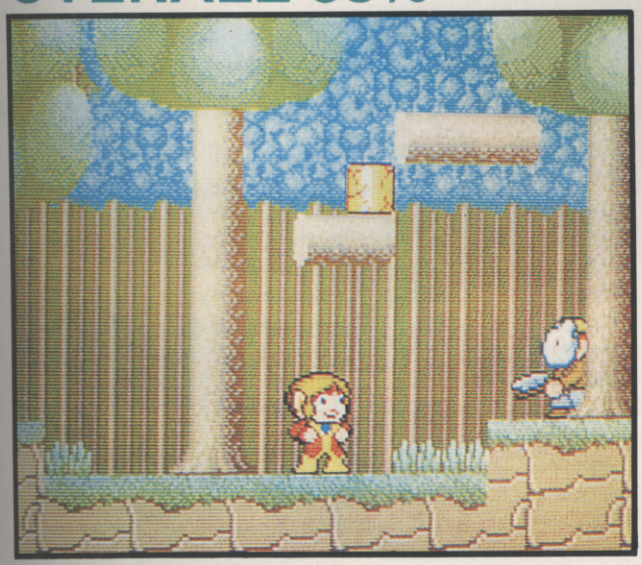
ALEX KIDD IN THE ENCHANTED CASTLE

MEGADRIVE

Sega's answer to Super Mario appears on the Megadrive in his 16-bit first arcade adventure. The graphics and sound are both jolly, but don't really take advantage of the Megadrive's superior capabilities: the sprites are cartoon-like, but lack detail, the animation is very poor and the music sounds like it's from some silly kiddie TV program.

The game itself is fun to play, with plenty of secret rooms and things to work out, but it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd so much fun to play. For ardent Alex Kidd fans only.

OVERALL 68%



ASSAULT SUIT LEYNOS

MEGADRIVE

This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando who must shoot down hordes of alien invaders before they destroy his home base.

While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, especially with some of the ground-to-air weapons, making it difficult to shoot down the fast moving-targets. So unless you're prepared to stick with it, you won't get full enjoyment from the game. If you like your games tough, try this out, but there are far better Megadrive shoot 'em ups than this that offer just as much challenge and are far easier to get into.

OVERALL 73%

ATOMIC ROBO KID

MEGADRIVE

Controlling a cute little robot who looks rather like Dusty Bin with big lasers, it's your job to eradicate the alien scum from your large, multidirectionally scrolling planet.

There are four different power-ups to collect, some more effective on certain types of aliens than others, and you can cycle between them to ensure maximum kill rate. The graphics and sound are very similar to their arcade counterparts, and the gameplay is tough enough to keep you coming back for more. There are plenty of good shoot 'em ups around on the Megadrive, and this is one of the better ones - check it out if you're after a no-frills blast with the emphasis on pure destruction.

OVERALL 82%

BATMAN

MEGADRIVE

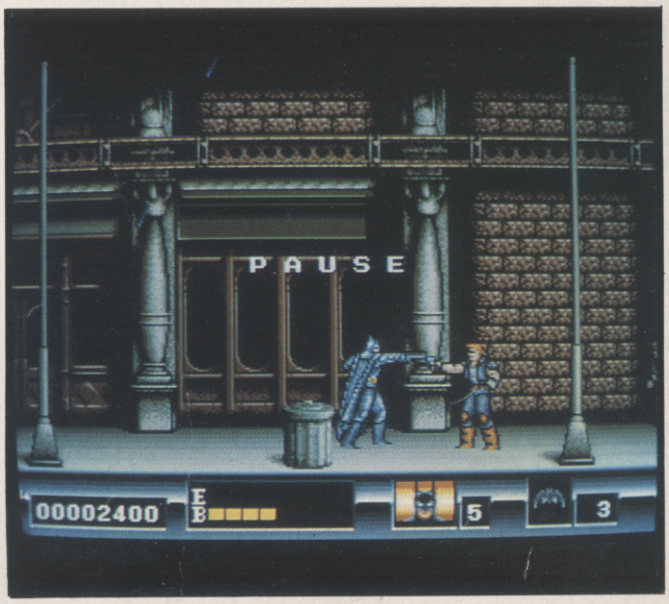
The dark knight hits the Megadrive in a stunning-looking platform game.

The object in this game-of-the-film is to destroy Jack Napier and his large army of evil henchmen before they take over Gotham City and destroy the population with deadly laughing gas.

The action takes place over a variety of scrolling levels packed with weapon-wielding baddies who are all out to get Batman. The hero can run and jump, and can also use his bat-rope to climb to otherwise inaccessible places.

The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film, the animation on the sprites is excellent, and there's a range of thumping rock tracks to accompany the action. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.

OVERALL 83%



BUDOKAN
MEGADRIVE

Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo.

The idea is to practice all four skills and get good enough to enter and win the budokan, the martial arts championship. When you practice, your master gives you hints and tips on how to improve your performance. Once you've honed your skills it's time to enter the budokan and test your skills against 12 tough opponents - and we mean tough!

With over 25 moves per art and those very tough opponents, Budokan isn't a game you'll master overnight. But it's well worth persevering with, because it's so rewarding once you start making headway! A must for beat 'em up fans who want a little bit more from their games.

OVERALL 89%

BURNING FORCE
MEGADRIVE

Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion.

The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while - just fly over the chequered 3D landscape and keep on blasting! Still, Space Harrier fans are bound to absolutely adore this - it's got an awful lot more to it than Space Harrier II.

OVERALL 76%

COLUMNS
MEGADRIVE

Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. If you make a line, either horizontally, vertically or diagonally, the jewels disappear and you're awarded points. If the pile reaches the top of the screen, it's game over. This mightn't sound very exciting, but Columns is surprisingly addictive, and once you get into the action, just watch those hours fly by.

The graphics are simple, but effective, and there are three excellent soothing soundtracks to accompany the action. There's also huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

If you're after a thoroughly enjoyable puzzle game that you'll be coming back to months after you bought it, give this a go.

OVERALL 88%

CURSE
MEGADRIVE

As speedy games go, this horizontally scrolling shoot 'em up takes the biscuit. When you first play, the sheer speed of the action coupled with the zillions of baddie sprites zinging around the screen seems almost too much to cope with. However, grab an extra weapon and watch your kill rate go through the ceiling!

While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die (even fairly early on in the game) you lose all your extra weapons, and it's very difficult to continue. The reason for this is that there are only five levels - but it gets very frustrating to have to start over and over again.

Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.

OVERALL 71%

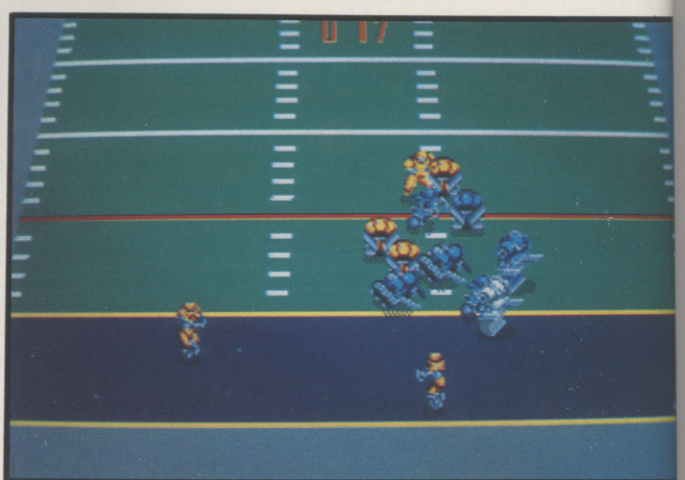
CYBERBALL
MEGADRIVE

Set many years from now, Cyberball is American Football played by 20 feet high robots controlled from a remote point above the gridiron. All the rules of American Football are adhered to, only the ball has been replaced by a bomb whose fuse is slowly ticking down. Fail to get that first down within the required downs and the ball explodes - make it and the fuse is reset.

Cyberball is a pretty good arcade conversion and features pretty neat graphics. There are plenty of moves and virtually all the original arcade machine's features have been incorporated.

However, it has been overshadowed by John Madden's Football, which is a totally superb American Football simulation with a lot more depth and realism, and even better graphics and sound. If you're an American Football fan, try this out - but not until you've seen John Madden's Football.

OVERALL 80%



DARWIN 4081

MEGADRIVE

A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy.

The extra weapons system is somewhat strange - your ship changes depending on the DNA symbols it picks up, and some are better than others. It's quite a laugh working out which does what, but other than that there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.

OVERALL 74%

DJ KID

MEGADRIVE

Grab your skates and take to the streets in this wild 'n' wacky beat 'em up on wheels.

The problem is, your girlfriend has been kidnapped by an evil gang, so you've got to skate over to the bad side of town and get her back. This involves fighting a veritable army of baddies, some of them very strange indeed, like the big black Momma, a clown who laughs his head off, and a guy that has the head of C+VG's Associate Editor, Paul Glancey, but the body of Arnold Schwartzenegger (weird, man!).

DJ Boy is certainly different, and is great fun to play, but suffers from one flaw - it's too darn easy. There are three other skill levels to challenge you, but if you feel that once you've beaten the game on the easy level, you won't go back to it, give this a miss. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!

OVERALL 78%

ESWAT

MEGADRIVE

Want to join the ranks of the police elite, the ESWAT - enhanced special weapons and tactics? First of all you have to prove your worth by completing two levels of multidirectionally scrolling platform action by blasting every criminal that infests each level.

Complete the missions and you get to join the ESWAT and can wear their super body armour - and also get to go on another five highly dangerous missions. As you progress through the game, the criminals and their technology gets increasingly more difficult to neutralise - fortunate, then, that your body armour is capable of carrying a variety of extra pick-up weapons!

ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.

OVERALL 92%

FINAL BLOW

MEGADRIVE

The first boxing game on the Megadrive, and to be honest it's not a particularly good one. On the positive side, the pair of large boxer sprites are nicely drawn and animated as they face one another and let rip, but unfortunately the moves are very limited indeed, and there are only four different opponents. Once you've beaten them all, you have to fight them all again - beat them all once more and you're declared the champion.

The problem is it doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more once you've completed the game. Boxing fans might like to take a look - but don't expect anything brilliant. By the way, Final Blow has just been released in the states as James "Buster" Douglas Boxing.

OVERALL 69%

FLYING SHARK

MEGADRIVE

Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op.

It's war time and the only thing standing between the enemy and victory is you and your super-duper bi-plane. It's super-duper because even though this is World War II, your plane can shoot a variety of laser weapons, and an all-destroying smart bomb.

So it's an easy victory for you? Not really. The enemy have a variety of big end-of-level baddies down their Y-fronts, and also their sheer weight of numbers is sometimes just too much to cope with.

Flying Shark is an enjoyable blast, featuring decent graphics and sound. But unfortunately suffers from zero originality, and once you've played it a couple of times, you get those "seen it all before blues".

OVERALL 71%

FORGOTTEN WORLDS

MEGADRIVE

There are two dudes in a whole lot of trouble in this one or two-player scrolling shoot 'em up. The Gods have gone bonkers and it's up to you and a chum to sort them out. Packing a couple of satellite lasers, you've got to blast their army to oblivion, and then take on the Gods themselves, one of whom is found at the end of each of the five levels.

Blasted baddies drop cash pills. Swipe these and you can spend them in the shop that pops up on each level. What's on offer? Only super death-dealin' weapons and extra life tabs! Invest that cash wisely...

Forgotten Worlds is a good looking blast, with plenty of action on offer. Like some other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.

OVERALL 82%

GHOSTBUSTERS

MEGADRIVE

Oh no! Spooks are overrunning New York! Who, to coin a phrase, are you "gonna" call? Rick's pizzas? Nah! Chinatown delivery Chinese? Nope! How about the Ghostbusters? Yeah, they're the dudes who can fix things good and proper.

Well, that's if you're a good player. The action takes place over a scrolling platforms and ladders backdrop, and it's up to you to blast the ghoulies and end-of-level mega-spooks. Some drop cash which you can spend in the between-level shops to buy extra weapons.

Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.

OVERALL 82%

GHOULS 'N' GHOSTS

MEGADRIVE

Brave Sir Arthur the knight is a mite cheesed off. Why? Because his betrothed, the very lovely Princess Prin Prin has been whisked away by Lucifer himself and is being held captive deep in his castle in the very depths of hell.

There's no other thing to do but go to her rescue, a mission which involves battling the Devil's spawn across five multidirectionally scrolling levels. The action starts out in a graveyard, then moves to the gates of hell, and from there further and further into the depths of Hades to Lucifer's castle.

There are loads of baddies to defeat, as well as a giant guardian at the end of each level. It's fortunate, then, that Sir Arthur can pick up a variety of extra weapons with which to battle the baddies.

Ghouls 'n' Ghosts is a superb conversion, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.

OVERALL 93%

GOLDEN AXE

MEGADRIVE

The evil Death Adder and his army of undead are abroad, and it's up to you, and another player if you wish, to take on his army and rid the land of his vile curse.

At the start of the game you can select one of three characters - a dwarf, barbarian or Amazon, after that it's time to enter the horizontally scrolling fray. Each character has a variety of offensive moves, all of which have to be used against the vast marauding army who attack every step of the way. It's a tough mission, but Black Adder isn't unbeatable...

Golden Axe is a pixel-perfect replica of the arcade machine, containing identical graphics, sound and gameplay. But it doesn't stop there. There are additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. Put this all together and you've got one of the best arcade conversions ever seen, and a game which no Megadrive owner should be without.

OVERALL 94%

GRENADA X

MEGADRIVE

First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into

the action. There are plenty of neat touches and loads of surprises, especially on the level where your tank has to trundle up and down the wings of an enormous aircraft.

Grenada X is certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.

OVERALL 80%

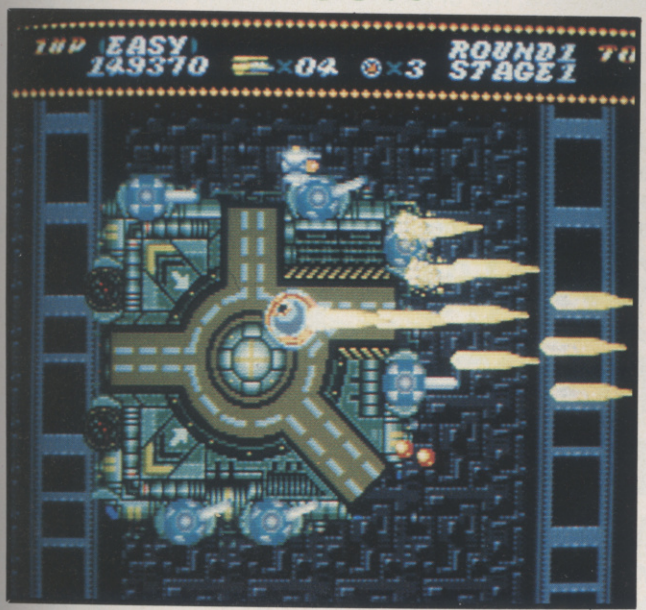
HELLFIRE
MEGADRIVE

Toaplan's Hellfire didn't exactly take the arcades by storm due to the fact that on the surface it looks like just another ordinary horizontally scrolling shoot 'em up. However, when you play it, it becomes apparent that this is simply not the case.

Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level.

If you're a shoot 'em up fan looking for a challenge, check out Hellfire - it might not looks as good as Thunderforce III, but it's simply a much better game.

OVERALL 93%



HERZOG ZWEI
MEGADRIVE

A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions so into suitable attacking positions so they can take out the enemy emplacements. While all this is happening, the enemy is trying to do the same to you, so much strategic thinking is required.

Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.

OVERALL 76%

INSECTOR X
MEGADRIVE

Help! A mysterious force has mutated common insects into marauding creatures of doom, and they're about to overrun the world. The only person who can save the day is Insector X, a miniaturised robot who's armed with a variety of super insect-destroying weapons.

The action takes place over a variety of horizontally scrolling levels, and the object is simply to pick up the extra weapons and simply blast everything that gets in your way.

The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.

OVERALL 74%

JOHN MADDEN'S FOOTBALL
MEGADRIVE

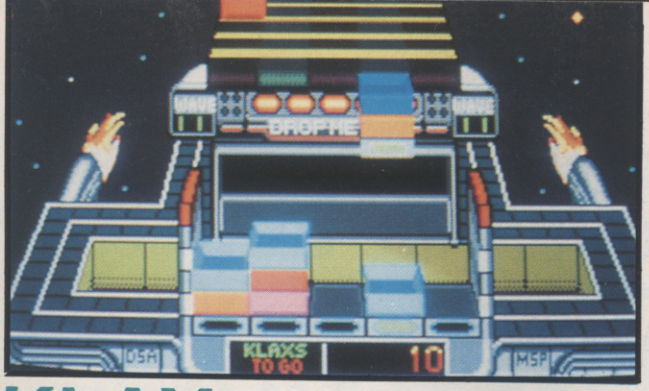
American Football might not be everyone's cup of tea, but when it's simulated as brilliantly as this, you can't but help to become totally hooked.

Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting.

The beauty of the game is that although the scope for play and the amount of moves available is huge, the controls are very easy to operate, allowing players to develop their own playing styles. Indeed, the way the 16 different teams have been programmed into the game means that some teams will perfectly suit the way you play, while others will result in loss after loss - and in the superb instruction manual there are pages of facts to help you choose the team which best fits the way you play.

With its two-player option, and multiple modes of play, this is a game which will keep you entertained for many, many months. John Madden's Football is easily the best Megadrive yet seen, and is a game destined to become an all-time classic. Under absolutely no circumstances should you miss it.

OVERALL 97%



KLAX

MEGADRIVE

After the excellent PC Engine and Lynx versions of this addictive coloured tile matching arcade game, this version was eagerly anticipated. However, when it finally arrived, disappointment was the order of the day. Average graphics and an awfully fiddly control method made the game frustrating instead of enjoyable, and after only a few goes we went back to playing the other versions.

Ardent Klax fans will no doubt get some entertainment out of this conversion, but to do so you've got to put up with a lot of frustration when the tile paddle doesn't seem to go where you want it. A disappointing conversion which with a few tweaks could have been so much better...

OVERALL 66%

LAST BATTLE

MEGADRIVE

Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right.

The rather dull plot concerns the player taking control of a muscly hero and guiding him beat 'em up style against a big enemy army. He's only got a couple of kung-fu moves in his itinerary, so it's fortunate, then, that the enemy army is as soft as chocolate mouse.

Even novice players will get through this in one sitting, and the game doesn't have any features to make you go back to it once you've done so. Do yourself a favour, and plug this into anything but your Sega.

OVERALL 32%

MOONWALKER

MEGADRIVE

Many scoffed at the prospect of a game based around the antics of this whacko pop personality, but when this game came into the office, they were laughing on the other side of their faces.

It's a thoroughly entertaining platform romp in which the plastic performer sprays magic from his hands and feet as he battles through a variety of scrolling landscapes. There are many brilliant touches, including a superb "dance 'em to death" smart bomb which forces all the baddies to line up in formation and jig along to the Jackson beat before keeling over stone dead. Laugh? You most certainly will.

With its excellent graphics and thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.

OVERALL 88%

MUSHA

MEGADRIVE

Billed by many as the Megadrive's answer to that classic PC Engine shoot 'em up Gunhed, this features superb introductory screens, very fast action, some neat power-up weapons, several great soundtracks and tons of alien craft to blow into oblivion as you race up the vertically scrolling screen.

However, there are a couple of things that let this game down. First of all, the graphics are rather uneven - one level might be superbly draw multi-parallax scrolling, whereas the next is a single-level bland one. The same can be said for the sprites, which range from excellent to downright average. The other thing, and this is what really shoots this title in the foot, is the easy difficulty level. At the office, two of us finished the game on our third go - which just isn't good enough. When a game has a £40+ price tag, we expect more than just an hour or so's play from it!

If the graphics were more polished and if the gameplay was tougher this could have been a stunning shoot 'em up. But "if" isn't good enough. As it stands, MUSHA is a fast, but unchallenging shoot 'em up which is only recommended to novices.

OVERALL 71%

MYSTIC DEFENDER

MEGADRIVE

Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone requires you to guide the eponymous mystic defender person across a variety of scrolling landscapes using magic to defeat an army of evil spirits.

It's quite good fun at first, and it's certainly challenging, but it lacks the oomph to keep you coming back for more. Perhaps it's because the extra weapons are all a bit weedy, or that the control method is occasionally very irritating. Maybe it's even because of the rather uneven difficulty level which results in you getting stuck in places time and time again. Whatever it is, this is a definitely a poor man's Ghouls 'n' Ghosts which won't keep you occupied for very long. Go for the real thing and you" be much happier.

OVERALL 63%

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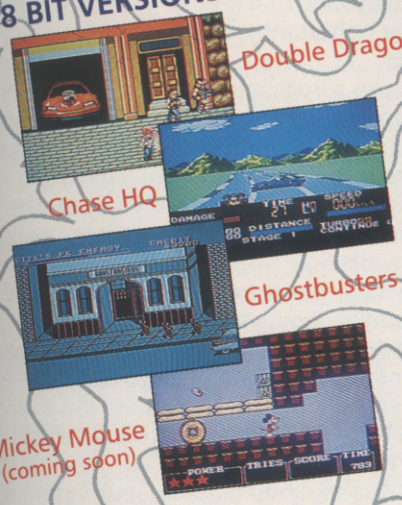

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NEW ZEALAND STORY

MEGADRIVE

Tiki the Kiwi is in a bit of a dilemma. Why? Cost evil and mean Sammy the Seal has kidnapped all his chums as has locked them up in cages all around a surreal landscape. Sounds weird? New Zealand Story certainly is.

But who cares when it's as much fun as this. The idea is to rescue all of Tiki's chums by running and jumping around the multidirectionally scrolling landscape and reaching the cage before the timer for that particular screen reaches zero.

There are all sorts of horrid baddies making life difficult, but Tiki is armed with a bow so he can spang off arrows at the aggressors. A variety of cute power-up weapons are also available, including balloons and flying craft which Tiki can use to get to the more inaccessible parts of the landscape.

New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.

OVERALL 89%

PHANTASY STAR II

MEGADRIVE

Phantasy Star is a vast, sprawling RPG set in the future where you guide an intrepid band of adventurers through a hazard-packed landscape. There are no arcade sequences at all, instead the fight sequences are displayed using a hit points and menu systems where the player chooses the action, and then the computer works out the results.

There's certainly a big challenge in store, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks, Arcade fans will soon become bored due to the lack of immediate action.

OVERALL 78%

PHELIOS

MEGADRIVE

The first thing that immediately grabs your attention is that this looks more like a Master System game than a Megadrive title. The graphics are very poor indeed, with fuzzy sprites and very bland backdrops. The gameplay is more exciting, though, requiring the player to fly up the screen taking out the baddies with a giant sword and a number of different power-up weapons.

There are numerous play options which let you tackle different levels, quite a neat idea, although it's possible to see virtually the entire game very quickly. Playing it all the way through, however, is a challenging task and one that most shoot 'em up fans will enjoy.

Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least.

OVERALL 77%

POPULOUS

MEGADRIVE

Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts.

Played over a large scrolling landscape, the idea is to look after your people by raising and lowering the land so they can cultivate and build on it, thereby increasing their population and making you stronger. However, while you're doing that, an evil God elsewhere on the map is doing the same for his people. And these people are out to destroy yours.

As you become more powerful, you're able to do a variety of nasty God-like things to destroy his people, like making a giant volcano appear right in the middle of one of his cities, or flood the place or even place swamps or cause an earthquake. Of course, the evil God can do the same to you, so a right regular ding-dong battle is guaranteed.

With super graphics and 500 different levels (and a password system to let you carry on from where you left off), Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.

OVERALL 94%

RAMBO III

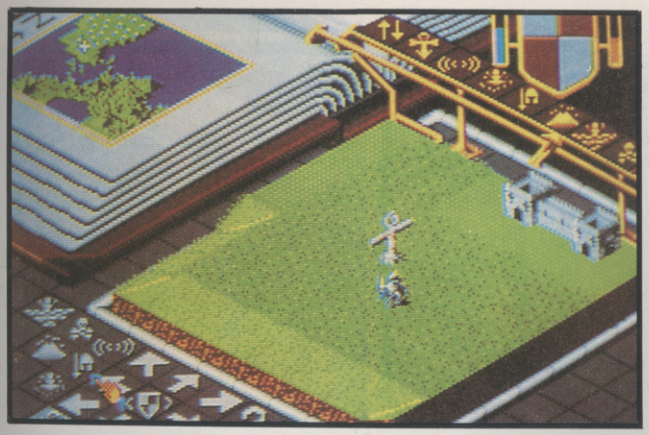
MEGADRIVE

The man with the headband is back. And this time he's brought his bazooka! In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way.

It's action all the way as Rambo fights through the forests, enters a prison camp and then finally heads deep into the enemy stronghold to cause irreparable damage to the installation. Between screens there's also a 3D Operation Wolf-style shoot-out where Rambo takes on a large piece of military hardware - including a tank and helicopter - single handedly and attempts to take it out with his nuclear-tipped arrows.

With great graphics and thumping good sound, Rambo certainly backs a punch. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!

OVERALL 87%



SOKO BAN

MEGADRIVE

This strange puzzle game involves the player moving boxes around store rooms. The object is to move the boxes onto the areas marked with an X, but this is made difficult by the fact that the boxes can only be pushed, and that the store rooms are such weird shapes, that it's very easy to get into a situation where it's impossible to complete the screen.

It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.

OVERALL 78%

SPACE HARRIER II

MEGADRIVE

Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The basic gameplay is exactly the same as the highly successful Sega coin-op of several years ago, but there are new aliens to blast into oblivion.

The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

OVERALL 76%

SUPER HYDLIDE

MEGADRIVE

Like Phantasy Star II, this is a huge role playing game where you have to travel the landscape, speak to people and fight monsters. It's a very tough game, and much brain-work is required to get anywhere.

The graphics and sound aren't exactly the best in the world, but they do their job, and the gameplay is fairly engrossing, so long as you're into role playing games. Once again, arcade fans will find the lack of any real action rather dull. However, those who like games with a steady pace and tons of puzzles will love this.

OVERALL 81%

SUPER REAL BASKETBALL

MEGADRIVE

The one and only basketball game on the Megadrive, and it's great fun. The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again.

With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.

OVERALL 81%

SUPER HANG-ON

MEGADRIVE

Want something big and throbbing between your legs? Then try out this superb motorcycle racing game. Converted from the Sega coin-op, this is an excellent copy of the machine and has all the features of the original plus some extra bits.

In the arcade mode, you're given the chance to race all the four coin-op tracks - just keep on passing the checkpoints to add extra time to your ever-decreasing limit.

If you want to try something different, try the original mode, where you race against an opponent for cash. Keep earning the money and you get the chance to buy add-ons for your bike, including better chassis, turbos and suspension.

The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.

OVERALL 89%

STRIDER
MEGADRIVE

Here's another one of those stunning pixel-perfect Megadrive conversions which shows just how good this machine is. Featuring every aspect of the coin-op (apart from the unintelligible speech between levels), this is a winner from start to finish.

The graphics are absolutely gorgeous, with beautifully drawn parallax scrolling backdrops and fabulous sprites. The sound is also superb, with plenty of great tunes and sound effects which replicate their arcade counterparts perfectly.

Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.

OVERALL 91%

SUPER LEAGUE BASEBALL
MEGADRIVE

We might think of it as glorified rounders to us, but baseball is huge in both the US and Japan. And this game attempts to simulate all the thrills and spills of the sport.

The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and chuckles.

Baseball might not be everyone's cup of tea, but if you enjoy supping on this particular cup of brew, check it out.

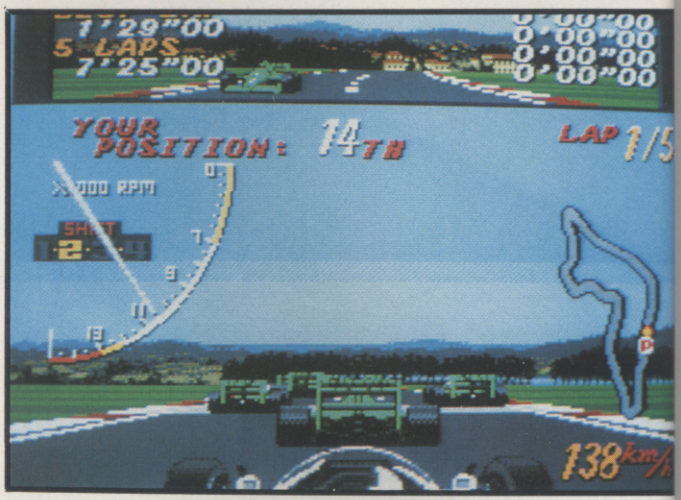
OVERALL 80%

SUPER MONACO GP
MEGADRIVE

Can you imagine taking the wheel of a large automobile? A turbocharged automobile? One that can go really, really fast? Well, live out those dreams courtesy of this incredible Megadrive arcade conversion, which lets you race top drivers around eighteen different Grand Prix circuits.

In the arcade mode it's a straight conversion of the arcade machine where you race around the famous Monaco street track. First you race a qualifying lap, then race against fourteen other drivers. If you come in the top three, you get the chance to race again, only this time in wet conditions.

In the World Circuit mode you race an entire season against other pro drivers in an attempt to win the Grand



Prix. Eighteen circuits and potential placings with top racing teams await the best drivers.

Super Monaco GP is a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.

OVERALL 94%

SUPER THUNDERBLADE
MEGADRIVE

Take to the skies in a combat chopper and fly solo against an entire enemy army in this 3D coin-op conversion. Containing both first-person and horizontally scrolling sections, there are plenty of aerial and ground targets to blow away - but be careful out there, they're out to get you too!

This was one of the first ever Megadrive games, and a year ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.

OVERALL 69%

SUPER SHINOBI
MEGADRIVE

Known in the UK and America as Revenge of Shinobi, this is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory.

Shinobi's armed with a couple of Piks, a bagful of shuriken and some Ninja magic - not much against an enemy army tooled up with the likes of flame throwers, machines guns and martial arts specialists. There are also nasty end-of-level baddies to keep Shinobi on his toes.

With stunning graphics and amazing music, Super Shinobi is a joy to play. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.

OVERALL 94%

THUNDER-FORCE II
MEGADRIVE

Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians.

There are plenty of different weapons to pick up, and on later levels you certainly need 'em, with swarms of aliens attacking from all sides, and landscape features to dodge.

It's a tough game, and sports some great graphics (some of the background scenery is excellent, and the big tank which trundles into the fray at the end of level two is amazing), crunchy sound (including some rocking good tunes, ear-rending effects and even some sampled speech) and plenty of variety. Recommended to blasting fans.

OVERALL 81%

TONGUE OF THE FATMAN
MEGADRIVE

This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladitorial style contest. With a variety of fighting moves and a host of nasty tricks purchasable at the beginning of a fight with your prize money, it's no-holds-barred as you tackle the likes of an Atomic Rooster, a Spiderwoman and even a leather-clad lovely with living hair!

The graphics, and particularly the animation, are utterly superb. However, these are let down by the gameplay, which to be blunt is far too easy, letting you get way into the game on your first sitting. It's a real shame that this is the case, as experienced gamesplayers will simply not get their money's worth. Check it out by all means - if just to see the graphics - but play before you buy.

OVERALL 71%

THUNDER-FORCE III MEGADRIVE

The Thunderforce fighter is back in a graphical tour de force. The action is waged over six different scrolling planets, each with its own unique backdrops, alien ships and end-of-level guardians (including a fantastic fire-breathing Godzilla lookalike). Five levels are selectable at the start, but all have to be finished before you're able to tackle the sixth planet, which is split into three distinct levels, the final one of which is a giant multi-screen enemy space cruiser which is literally bristling with gun emplacements and missile launchers.

The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.

OVERALL 89%

TORA! TORA! TORA!
MEGADRIVE

This is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark), and although it's great fun, suffers from being too easy to complete.

The object is simple enough - just carve up the screen destroying all and sundry. There are a variety of pick-up weapons to bolt onto your craft, one of which is a super sweep laser which destroys everything in its path. The graphics and sound are both very good, but as we've said, the game is just too easy, and it's possible to go all the way through its ten levels in a couple of sittings. Perhaps one for the novices?

OVERALL 64%

WHIP RUSH
MEGADRIVE

Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. Simply pilot your space craft into enemy territory and blast everything that gets in your way. Grab the power-ups to increase your destructive powers and help you blow up those end-of-level baddies.

If Whip Rush was fun, maybe the unoriginality could be overlooked, but the gameplay, the ship's handling and the graphics and sound are so weak that after a few goes you start wanting to play something else. There are loads of better shoot 'em ups on the Megadrive - try something like Truxton or Thunderforce III rather than wasting your cash on this.

OVERALL 48%

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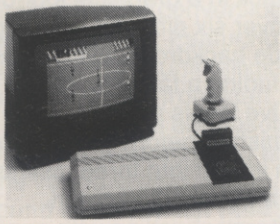

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TRUXTON

MEGADRIVE

Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.

Pilot your super star cruiser through rank after rank of alien craft and destroy all that gets in your way. Power-up weapons and end-of-level baddies are present, of course, to spice up the action, and it all adds up to a fun and addictive shoot 'em up which throws down a considerable challenge to the player.

OVERALL 82%

WORLD CUP SOCCER

MEGADRIVE

The one and only soccer game on the Megadrive, and it's not bad. It's also true to say that it's not brilliant either. Pick a team from a host of world famous clubs and see whether you can make it in the World Cup. The action is displayed from an overhead viewpoint, and play is fast and furious. However, it must be said that the difficulty level is very low, so unless you're playing two-player mode, the challenge level is minimal, and within a few goes you'll be lifting the world cup.

Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level. Our advice is to try a different sports game (like John Madden's Football) and wait for a better soccer game to come along.

OVERALL 64%

XDR

MEGADRIVE

This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! The sprites are flat-coloured and the colours are garish and the sound is pretty weedy.

That could be excused is the gameplay was up to scratch, but unfortunately it isn't. It's very much like Whip Rush in the respect that there are absolutely no original features at all, and the weapons are all as lame as a horse with leg irons. The aliens swoop in to attack with all the vigour of a old-age pensioner off to an acid house party and the bland landscapes that scroll by are as memorable as a Basildon housing estate.

It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.

OVERALL 47%

ZANY GOLF

MEGADRIVE

This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.

Each one of up to four players starts off with a number of strokes, and after each hole is completed, more are added to that total. However, if you use up all your strokes, it's game over.

The first course is fairly straightforward - just whack the ball through the lighthouse and into the hole. Then things start getting weird, with a bouncing hamburger and a ketchup fountain to negotiate. Then it's time to run the gauntlet of three extending and retracting walls, followed by a spot of pinball, with the player shooting at drop targets before the ball can drop to the lower part of the course, where the hole is. Other delights include a Disney castle, a breakout section, a laboratory complete with electric sparks and an anthill complete with moving hole.

The graphics and sound are both great, but the addictive gameplay is what keeps you coming back to it. If you're after something different, check this out - and it's guaranteed that your parents will love it!

OVERALL 80%

ZOOM

MEGADRIVE

Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. A load of strange baddies (who have a battle cry, "come on boys" which sounds at regular intervals throughout the game) patrol the grid and must be avoided since their touch is fatal.

There are a number of pick-up goodies in the form of invincibility and freezers. As you progress through the game, the screens get more and more difficult to negotiate, with complex patterns upon which it's easy to get trapped.

Zoom is quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring. With a few more features, this could have been a really addictive little game. As it stands, it's a fairly fun game that falls short of its potential.

OVERALL 71%

PC ENGINE

AFTERBURNER
PC ENGINE

This conversion of Sega's 3D coin-op jets you and your F-14 fighter up into the wild blue yonder, where there are just loads of enemy aircraft waiting to be blown to smithereens. Let rip with the Vulcan cannon, or a Sidewinder missile if you can "lock on" to the enemy, and if you suddenly find a missile homing in on YOU, kick in the afterburners and dive out of danger.

The conversion has much of the speed and exhilaration of the arcade game, as well as all the soundtracks and speech (which are both very good) and the refuelling sequences. There's even an impressive 3D demo included on the cart, which is fun to fiddle with.

Definitely one of the best Engine arcade translations.

OVERALL 88%

ALIEN CRASH
PC ENGINE

Fans of pinball and H R Giger's Alien artwork are well catered for by this game - a pinball game with a three screen-high, scrolling table which is alive!

This fore-runner of Devil Crash has alien eggs and scuttling Face-Huggers as drop targets, and around the edge of the table are full-grown xenomorphs which grab the ball in their teeth and transport it to one of several bonus games.

This is an excellent pinball game, with realistic ball movement and outstanding graphics and music. Quite difficult to find these days, but if you can get hold of it, you won't regret it!

OVERALL 91%

ALTERED BEAST
PC ENGINE

As so often happens these days, the local nice wizard has raised you from the grave to rescue his daughter who has been kidnapped by the local nasty wizard.

Unfortunately, this means punching and kicking your way across graveyards and swamps which are crawling with zombies and other spooky creatures out to get you. Collect the magic orbs, though, and you're "altered" into a were-wolf, were-dragon, were-bear or were-tiger, all of which have different death-dealing abilities.

This is a rather rough conversion of another Sega coin-op, which wasn't that great to begin with, so unless you're already a fan... give it a miss.

OVERALL 60%

ALTERED BEAST (CD-ROM)
PC ENGINE

This CD-ROM translation of the Sega coin-op features all of the supernatural were-beast beat 'em up antics of the arcade original, and the CD player reproduces the soundtrack and speech perfectly.

Sadly, the gameplay is very slow and the excitement is ruined by the frequent pauses which halt the action every time a new bit of scenery has to be loaded from the CD. Not the greatest of the CD-ROM titles, by any stretch of the imagination.

OVERALL 54%

ARMED F
PC ENGINE

Yet another up-the-screen space blast which features pretty much the usual cast of belligerent aliens, horrific end-of-level boss creatures and zap gun upgrades. It's all quite slickly presented but there's certainly nothing in Armed F to make it stand out from the crowd.

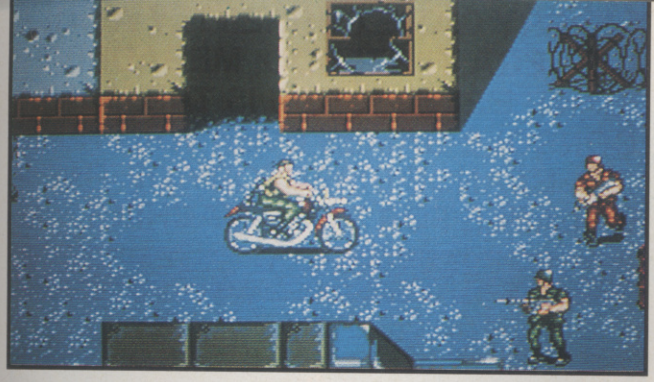
OVERALL 69%

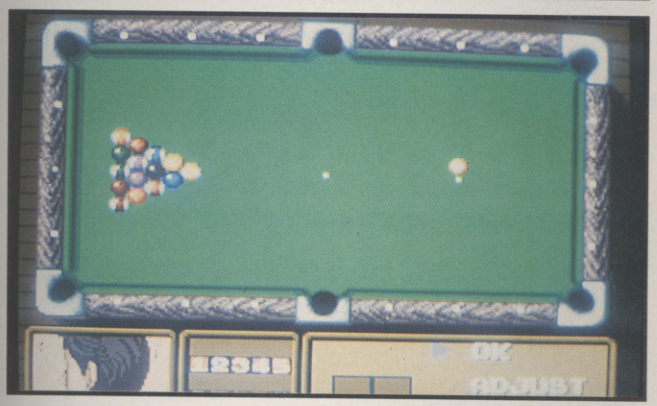
ATOMIC ROBO KID
PC ENGINE

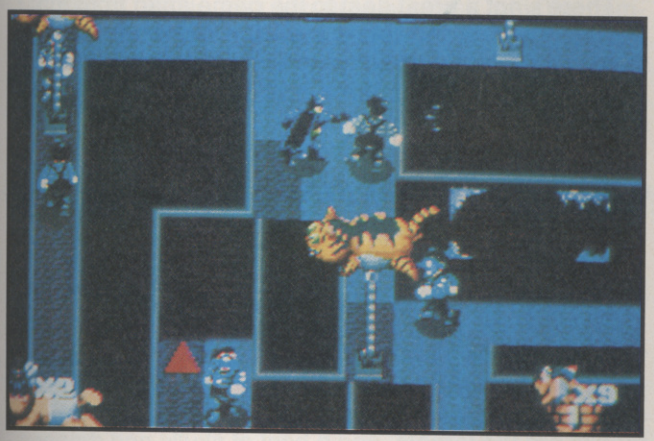
Take Robo Kid on an extermination excursion through caves and spaceways packed with all sorts of cyber-monsters after his superlube. Kid starts the game armed with a bog-standard atomic laser pistol, but blast the right nasties, pick up the right icons, and he has the pick of atomic power guns, three-way beam, missile and five-way beam.

This is another excellent coin-op conversion (from yet another Sega coin-op), with great graphics and level after level of blasting fun. There are still better PC Engine shoot 'em ups though.

OVERALL 81%







BATMAN

PC ENGINE

Sunsoft produced all the console versions of Batman, but whereas most of them took the form of platform games, the PC Engine version looks and plays more like a bizarre game of PacMan. Each level is a maze of passages, in which Batman has to find different items while avoiding or Bataranging the Joker's henchmen. When all the items are found, it's on to the next maze.

It sounds dull, but the action is strangely compelling, and the graphics and music are very attractive. Watch out for the cinematic intermission sequences which are some of the best ever seen on a computer game!

OVERALL 84%

BLODIA

PC ENGINE

Unlike the other consoles the PC Engine isn't that well catered for when it comes to puzzle games and Blodia is one of the few.

The object of the game is simply to guide a ball around a network of tiles to its destination. The tiles carry sections of guttering, and you must slide them around until they form a path to safety for the constantly-rolling sphere.

There are tons of levels, and even a level design option, but when it comes down to it, Blodia is more frustrating than enthralling, and the very simplistic graphics don't make it any more attractive.

OVERALL 55%

BLOODY WOLF

PC ENGINE

The President has been kidnapped by jungle-dwelling terrorists and only Mr Snake and Mr Eagle are hard enough to take on all of his captors and pay the ransom in hot lead.

The game starts with you (as either Snake or Eagle) being parachuted behind enemy lines and from then on it's just a matter of marching around numerous hostile strongholds, mowing down soldiers, collecting extra weapons, and even riding armoured motorbikes. The graphics are good, the sound is fine, and the combat gameplay is satisfyingly violent. Worth a look.

OVERALL 80%

BREAK IN

PC ENGINE

If you're a keen Pool player but have no-one to play with this game is probably the answer to your prayers. It plays six different types of Pool, as well as letting you practice trick shots, and it even coaches you, by demonstrating shots and showing you where you went wrong.

Once your skills are honed to perfection, you (and three other players) can take part in a competition between 14 variously-skilled passengers on an ocean liner! Every part of Pool, from the ability to put spin on the cue-ball to the ball collisions is accurately simulated in Break In, making it the best game of it's type anywhere.

OVERALL 87%

BULL FIGHT

PC ENGINE

As boxing games goes, this isn't too bad. The large sprites are quite impressive, and the animation is decent. Even the sound's not too bad. The only problem is that there aren't really enough different boxing moves to really get right into the action. We want duckin' 'n' divin'. Bobbin' 'n' weavin'. As well as a variety of long and short punches.

Bull Fight should appeal to fans of the sport, but others will find themselves getting rather bored due to the lack of variety.

OVERALL 77%

CITY HUNTER

PC ENGINE

Based on a Japanese comic of the same name, this arcade adventure puts you in the shoes of a super-tough spy who has to scour enemy strongholds looking for hostages and stolen secrets.

Naturally, bad guys armed with large guns are never far away, and Hunter has to make use of any weapons and keys he finds if his mission is to succeed.

City Hunter is great fun to play... until you meet someone you have to talk to! The text is all in Japanese, so unless you speak the lingo you're not going to get far into the game. That's sad because the superb graphics and music are most inviting. Considering the game's origins, an English language version seems unlikely.

OVERALL 64%

CHAN AND CHAN

PC ENGINE

Join the owners of the Chan and Chan Detective Agency, Cato and Ken, on their latest case in this game, which is based on a Japanese TV comedy show.

The leapabout platform action is very much in the Super Mario Brothers mould, but there's also plenty of puerile Japanese toilet humour in there too, making it a load of laughs to play.

Excellent graphics, jolly music and plenty of secret bonuses complete the experience. This is another oldie, but if you can find it, buy it!

OVERALL 90%

CHASE HQ

PC ENGINE

This is another arcade conversion, (this time of a hit Taito coin-op) which enrolls the player in the Chase division of the police force.

Take to the highways in an armoured, turbo-charged Porsche and hunt down an assortment of nasty criminals who are making off in their getaway cars, then bump them off the road and bust 'em.

It's an extremely good conversion of the very playable coin-op, with excellent graphics and a smooth 'n' speedy 3D effect. The speech is in Japanese, but don't let that put you off.

OVERALL 88%

CYBER CROSS

PC ENGINE

This is one of those breed of sideways-scrolling beat 'em ups that seem to proliferate on the PC Engine, but at least this is one of the better examples.

Play as either a girl or boy and spend your time splattering giant fire-breathing frogs amongst other things.

There's not a great deal to the game apart from that, but the graphics and sound are fairly slick and the whole thing is sufficiently attractive to keep you coming back for more, for a week or three.

OVERALL 79%

DEVIL CRASH

PC ENGINE

The sequel to Alien Crash (see above) swaps the bio-mechanical theme for a supernatural one. This time, marching skeletons, crawling blobs and spooky circling monks are the targets, and a host of skulls and dragons are standing by to capture the ball and send it to a bonus limbo.

The scrolling table is still three screens high, the graphics are still super-detailed and the music is still terrific. Even if you already have Alien Crash, Devil Crash is well worth looking up, because it's probably the best computer pinball game around!

OVERALL 93%

DIE HARD

PC ENGINE

This game of the Bruce Willis blockbuster movie takes the form of an Ikari Warriors type combat caper.

Police officer, John Maclean, starts off in a swampy scenario, but it doesn't take long before terrorists start swarming out of the undergrowth, and then it's clobberin' time!

There's plenty of action in Die Hard, a few extra weapons and the graphics are large and well-animated, but it all turns out to be just a tad tedious to play. Probably for combat freaks and Brucey fans only.

OVERALL 78%

DIGITAL CHAMP

PC ENGINE

While Bull Fight occupies the red corner, the other contender in the PC Engine boxing stakes is Digital Champ.

This one takes a behind-the-gloves view of the action and puts the player up against boxers of various nationalities and skill levels until he either wins the world championship or gets his lights punched out for good. The joypad provides a rather restricted array of punches and defensive manoeuvres and because each fight can take up to 15 minutes, the game grows very boring very quickly.

OVERALL 55%

DON DOKO DON

PC ENGINE

Jim and Bob Dwarf are off on a trip through Marry Land to rescue their favourite princess from the completely fiendish Dark One.

Both heroes (this is a one or two-player game) come with a large hammer which is just right for cracking the skulls of the nasty, yet cute, creatures guarding the road to glory. This superb platform game is reminiscent of Bubble Bobble, and not just because of the cuddly graphics.

The head-banging gameplay is fun, fun, fun and plenty addictive too so this one comes highly recommended.

OVERALL 88%

DOWN LOAD

PC ENGINE

Another "I wish I could read Japanese" game, not because the gameplay relies on the use of text (Down Load is an out-and-out blast) but because it features scene-setting cartoon intermissions which look superb but are sadly incomprehensible.

The action is set over scrolling futuristic cityscapes, across which you have to blast a path in your mission to rescue a girl from a gang of kidnappers. The sprites and scenery give the game a palpable cyberpunk aura and the weapons upgrades are good and meaty, making this a powerfully addictive game. Recommended.

OVERALL 85%

DRAGON SPIRIT

PC ENGINE

This is Namco's conversion of their own vertically-scrolling arcade blast, which, just for a change, stars a fire-breathing dragon instead of laser-spitting spacecraft.

There are an impressive collection of nasty beasts to torch, and an even more impressive array of power-ups, including homing flames and even extra heads to provide double and triple shots!

The graphics are tremendous, the music is pretty good and the action is fast and furious, so this is one any shoot 'em up fan should consider adding to the collection.

OVERALL 89%

DRUNKEN MASTER

PC ENGINE

Drunken Master was one of the first, if not THE first, PC Engine game to appear on the shelves in Japan, and it really does show off the graphics capabilities of the machine very well.

In gameplay terms, it's little more than an average quality beat 'em up, but what set it apart from the rest are the huge sprites - the Kung Fu-ing star of the game and his enemies all stand at about three-quarters of the height of the screen! The simplistic walk-and-whack gameplay seems rather dated these days, but that's not to say it isn't playable, and considering that Drunken Master usually sells for about a tenner it has to be worth looking up.

OVERALL 76%

DUNGEON EXPLORER

PC ENGINE

Any fan of the arcade game, Gauntlet, might well find Dungeon Explorer looks familiar. Like the original, this lets you loose in a scrolling fantasy world, populated by demons and other vile things, all begging for an axe blade between the eyes.

Unlike Gauntlet, this lets FIVE players take part at the same time, providing you have a five-player joypad tap. All can be assigned different characters with different skills and weapons, which can be improved along the way. Outstanding graphics and sound effects (which are even better if you can hook up a stereo) complement terrific gameplay, making this a definite must-buy!

OVERALL 93%

ENERGY MAN

PC ENGINE

Oh dear, oh dear, oh dear. Energy man is a piffling little scrolling arcade adventure in which you guide a blobby hero sprite against a variety of badly drawn enemy sprites. The backgrounds are rubbish, with flat colours, feeble perspective and laughably bad scenery.

The gameplay is as bland as eating a tub of margarine, and it doesn't take long before you get bored. There are a zillion better games of this type on the PC Engine - try PC Kid or Chan and Chan rather than wasting your well-deserved readies on this distinctly undeserving title.

OVERALL 34%

F-1 SPIRIT

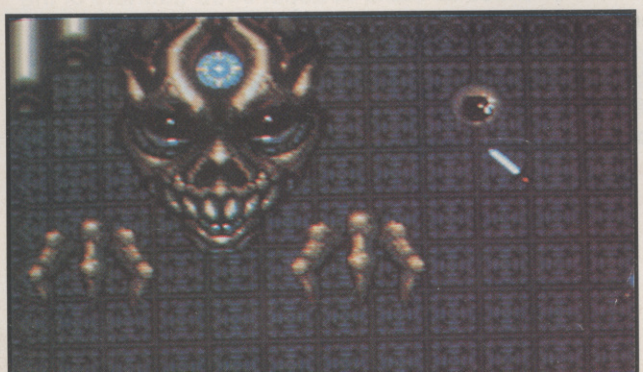
PC ENGINE

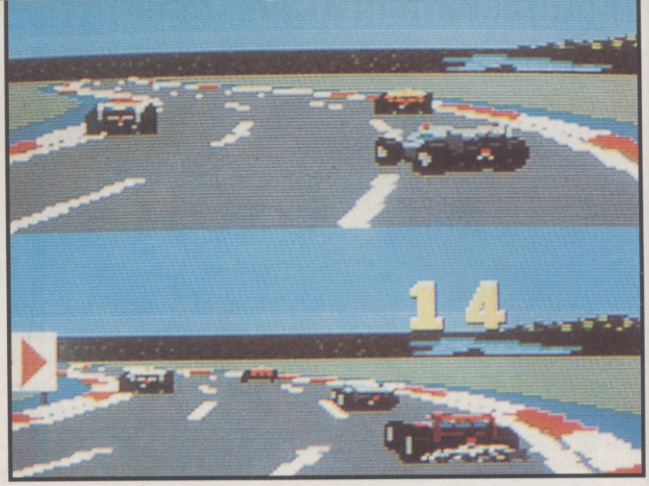
What initially holds a load of promise - a 3D PC Engine racing game - F-1 is instead a hu-u-ge disappointment of the very first order.

Combining unconvincing graphics, crappy 3D and appalling gameplay, this is like steering a speeding slug around some infant school pupils idea of a race track.

This game died a death when it was released in Japan, and quite rightly so. It's an appalling product which blows raspberries at the PC Engine's capabilities and revels in its own ineptitude. Only buy it for your very worst enemy.

OVERALL 19%





F-1 TRIPLE BATTLE

PC ENGINE

How do you turn a 3D road-racer into a three player 3D road-racer? Why, you simply split the screen into three horizontal sections and let the players race head to head!

While this is a very competent example of this type of game, the cramped graphics convey little in the way of speed-type thrills. Unless you've got a three-player joypad tap you're just desperate to use to its maximum potential, you'd be better off with Final Lap Twin, and only one other player.

OVERALL 73%

FANTASY ZONE

PC ENGINE

Amost weird shoot 'em up, this, but that's not to say it isn't fun. It stars a little egg-ship which has to zip about a bizarre array of psychedelic sideways-scrolling landscapes blasting equally bizarre psychedelic creatures. When they croak, they drop cash which Mr Egg can transform into some mighty guns or engines when he visits the local weapons shop.

It's not the easiest blast in the world, so unless you're a bit hot at these games you may find yourself in Frustration Street for a lot of the time. Tougher gamers will find it right up their tree-lined avenue, and are well advised to have a go.

OVERALL 80%

FIGHTING STREET (CD-ROM)
PC ENGINE

This is actually a conversion of the Street Fighter coin-op, but for some reason the Japanese manufacturers reversed the name.

Luckily the gameplay is unchanged and though it's not the greatest beat 'em up ever, the graphics are big and meaty, the soundtracks on the CD are pretty funky and there are enough moves to keep the action interesting. Just the thing for the beat 'em up-loving CD-ROM owner.

OVERALL 80%

FINAL LAP TWIN
PC ENGINE

F1 Triple Battle isn't the only multi-player road racer game on the PC Engine. This one splits the screen in two, so you can race against a mate or a field of computer drivers.

Either way the action is intensely competitive and every race is really exciting and fun. The dual screens are less cramped than in Triple Battle, so the graphics are clearer and they provide a good feeling of speed as you put your foot down. Probably the best... game of its type on the Engine, so race-fans, check it out!

OVERALL 90%

FINAL ZONE (CD-ROM)
PC ENGINE

For some reason there seem to be a lot of Ikari Warriors-type games available for the CD-ROM and for some other reason, most of them are pretty mediocre.

This one has the usual lengthy (but smart) intro with lots of Oriental cartoon warriors mouthing off about something or other, and then it's straight into the up-the-screen bang-bang action.

There are a fair few extra weapons to keep things lively, but as usual, using such a powerful medium as the CD-ROM for such an ordinary game seems a bit of a waste.

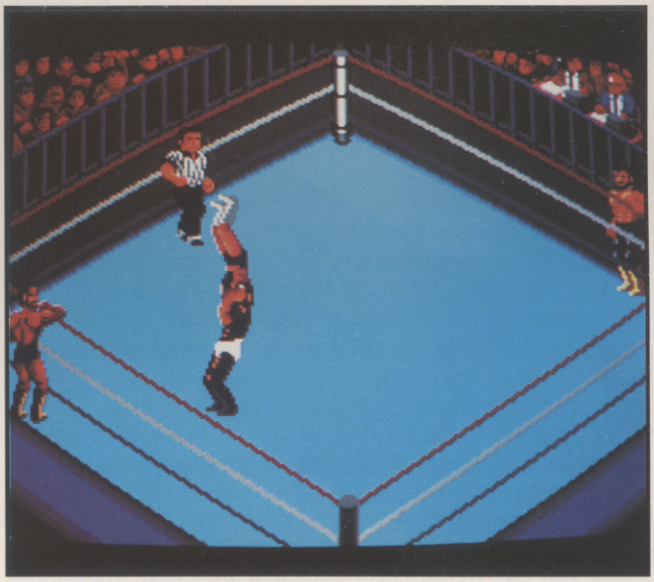
OVERALL 69%

FIRE-PRO WRESTLING
PC ENGINE

Take a ringside seat for the only wrestling game on the PC Engine. One or two players can take part, and both get to choose a single matman or a tag-team of two wrestlers to go into battle on their behalf.

There are a variety of variously-skilled opponents to fight, all well-versed in the sport's associated gymnastic tortures, and even have their own speciality tricks. However, there are so many moves that anyone playing without comprehensible instructions (and that probably includes most English-speaking players) will have a frustrating time getting to grips with the game. Nice graphics and stuff, but non-Nippons need not apply.

OVERALL 50%



FORMATION SOCCER
PC ENGINE

You want a football game? You got it! Formation Soccer is undoubtedly the best console soccer game yet produced (though there are rumours that Hudson Soft have an even better one under production!), and it's definitely the best sports sim on the PC Engine.

Choose to take part in friendly matches or a World Cup competition, then select your team formation before taking the field. The graphics are probably the game's main asset, and the players are an athletic bunch, even performing Maradonna-style bicycle kicks if the need arises.

It's a one or two-player game, of course, but if you have a tap, three or four people can take part, with two players taking joint control of one team. Well worth selling your season ticket for.

OVERALL 91%

GALAGA 88

PC ENGINE

First there was Galaxians, then Galaga, followed by Gaplus and finally Galaga '88. In case you remember none of the above, the series cast you as commander of a laser-armed spacecraft at the foot of the screen, dodging and blasting aliens which gathered at the top of the screen, before diving swooping down with guns blazing.

Galaga '88 is an almost perfect copy of the arcade game, lacking only the upright screen, but having all the same cutesy aliens, ship upgrades and hilarious jiving-aliens bonus screens. Even the secret cheat bonuses are in there. A simple but very addictive blast which makes a refreshing change from the usual PC Engine shoot 'em ups.

OVERALL 88%

GOLDEN AXE (CD-ROM)

PC ENGINE

The evil Death Adder has killed a load of your chums, as well as some members of your family and stolen your Golden Axe. So what do? Well, grab the nearest weapon and go and get revenge. Basically, what this means is you've got to cut a swathe through ranks of enemy forces, confront Death Adder, beat him into submission and grab the gilded chopper of the title.

At the start of the game you can choose one of three characters - a dwarf, Amazon or barbarian - and then it's straight into the beat 'em up action. The game is very straightforward to play, but there are a wide variety of different baddies to kick in, and the going is pretty tough.

As you can expect from a CD-ROM game, the sound is excellent, and the graphics are hot too. If you're lucky enough to own a CD-ROM drive, make sure you get this.

OVERALL 88%

GUNHED

PC ENGINE

Ooh! Ooh! Hudson Soft's finest hour! This amazing up-the-screen blast has been around for over a year now and it's still the most impressive shoot 'em up on the PC Engine, and even beats most Megadrive blasters into a cocked hat!

It's ten levels of spaceborne thrills with a huge selection of spectacular weaponry to let you lay waste to all sorts of alien spaceships and landscapes. Homing missiles, remote multi-bodies and dazzling spirals of fatal laser give you a feeling of vast power which is potentially mind-warping. The music and sound effects (including speech) are equally impressive.

In normal mode, the game is fairly easy to complete, but use the hidden level select and you'll find there's no end to the challenge!

OVERALL 96%

HEAVY UNIT

PC ENGINE

Originally an obscure coin-op, this shoot 'em up stars a Transformer-type robot which has to travel over land and sea on his mission to destroy lots of aliens and stuff. The usual collectables boost shot power, provide bombs and change the hero from robot to spaceship and back again, but unfortunately they don't provide much in the way of heady excitement.

In fact, there's not much to be gleaned from this game beyond the frustration that results from losing a life and all accumulated armament, then having to fight your way out of an impossible situation with a weedy weapon. Look elsewhere for your blasting thrills.

OVERALL 49%

HONEY SKY

PC ENGINE

An odd name for an odd game, which again, is difficult for the Western player to comprehend.

The hero of this shoot 'em up is a little bullet-shaped robot who flies over hill and dale, zapping all and sundry with his laser wand. Using the joypad buttons, the wand can be rotated through eight directions which is quite a novel idea, but this doesn't make up for the overall weirdness of the game, which obviously has a lot of meaning to Japanese players, but is completely lost on us foreigners.

If you're prepared to experiment with the weapons menus you might get a bit more out of it, but why bother when there are games like Gunhed and R-Type around?

OVERALL 60%

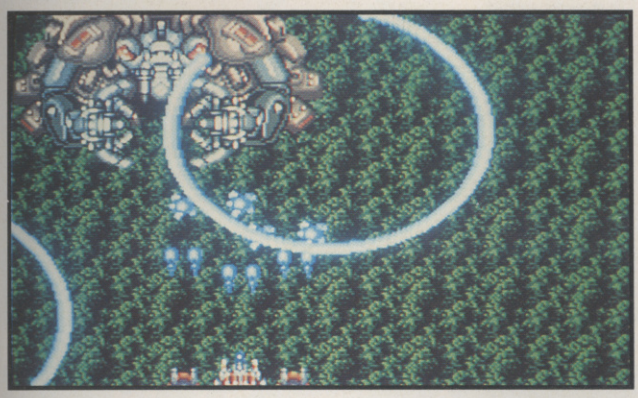


IMAGE FIGHT
PC ENGINE

Irem's super-fast megaweapons blaster was one might meaty coin-op, and the PC Engine version is no slouch either.

Power your way through the innards of big spaceships, and zap away all the little ones with up to three outrigger cannons and a variety of split-beam armaments. However, there aren't too many levels to the game and there are a couple of niggly gameplay wrinkles which provide a few unwanted moments of frustration.

Check it out if you were one of the arcade game's acolytes.

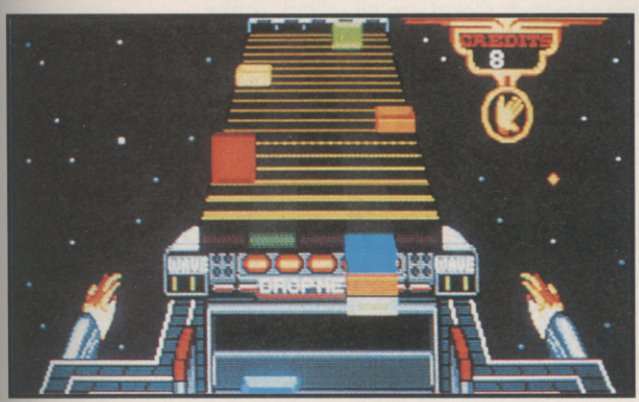
OVERALL 80%

KLAX
PC ENGINE

Wowee! This is the best home version of Tengen's Tic-Tac-Tile arcade Tetris-alike. All you have to do is arrange the tiles that are conveyor-belting towards you into coloured patterns as they drop into a pit. Sounds easy, but as the pace accelerates things can get plenty sticky!

This conversion features all the bonuses, warps and even the speech, digitised applause and "WOO!"s. There's also an options screen that lets you fiddle with various difficulty factors as well as the colours, screen shape, and you can even switch the text from Japanese to English. A must if you want a little mental stimulation.

OVERALL 91%



KNIGHT RIDER SPECIAL
PC ENGINE

Knight Rider is a pretty good TV series, with car chases a-plenty and lots of explosions and stuff. It's sad then, that the programmers of this game have captured none of the excitement of the telly programme. Instead we've got a rubbish 3D game of a standard as low as that of the abysmal F1-Spirit.

Just drive around the very bland landscapes attempting to track down enemy cars. With a car interior as drab as a new Ford Escort, and the handling of a mad cow, Knight Rider Special is far from special. It's a pathetic cartridge which should be avoided at all costs.

OVERALL 21%

LEGENDARY AXE
PC ENGINE

Another classic title which is hard to find these days. You play a barbarian who wields the eponymous axe against all sorts of monstrous miscreants who are out to get you as you follow the horizontally-scrolling road to your destiny.

The graphics are nicely detailed, though the colours are a little odd, and the sound effects and music are real fancy (the latter especially). Hackin' and slashin' are as addictive as heck, so if you can't afford the sequel, hunt this cart down and snap it up!

OVERALL 86%

LEGENDARY AXE II
PC ENGINE

The sequel to the above features similar gameplay but with even prettier graphics, plus, this time you can arm yourself with either a sword, a deadly bike chain or, best of all, the famed (if not legendary) axe itself.

Each level is enormous, with plenty of weirdos crawling out of the brickwork after your blood. Watch out also for the skeletal dragons living in the walls and even the snake-skull floor tiles which are also out to get you!

There's plenty of imaginative hacking action in this one, so get it on, axe fans!

OVERALL 93%

MOTOROADER

PC ENGINE

At first sight this looks like a pretty dull viewed-from-above race game, but get down to playing it and you'll find out how wrong first impressions can be. It's all about burning rubber over loads of scrolling race tracks. If you win you get cash which you can turn into better bits for your car - grippy tyres, powerful engines, turbo chargers, nitros, more streamlined bodies and weapons too!

Playing solo is good fun, but the game really takes off when you've got the old five-way tap plugged in and a gang of friends racing alongside you. Hours of fun.

OVERALL 90%

MR HELI

PC ENGINE

Ever wanted to be a cute helicopter? No? Hmm, thought not. Still, play this game and you may change your mind. Mr H rotors his way around mazes full of nasty anti-copters and other mechanical monsters, while hunting down precious crystals which he can turn into dandy extra weapons - triple missile launchers, and other powerful gear like that.

Great graphics and jolly tunes help make this an enjoyable conversion of the Irem coin-op, so if you liked it in the arcades, get a load of this!

OVERALL 86%

NAMCOT BASEBALL

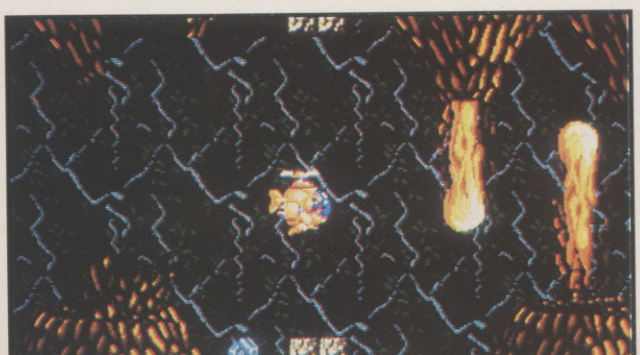
PC ENGINE

Different from the Power League Baseball series in the respect that instead of realistic graphics, the programmers have taken a cartoon-style approach, with chunky men and some not-very-serious backdrops.

The game, however, is far from unrealistic. Namcot Baseball plays a tough game of the sport, with a variety of options which let the player take part in a variety of matches, and even challenge a friend if he has a multi-tap joypad adaptor.

If you're after realism, obviously Power League II or III would be a better bet, but if you're after a more fun baseball game, check this one out - it's cheaper than the others!

OVERALL 77%



NAXAT OPEN

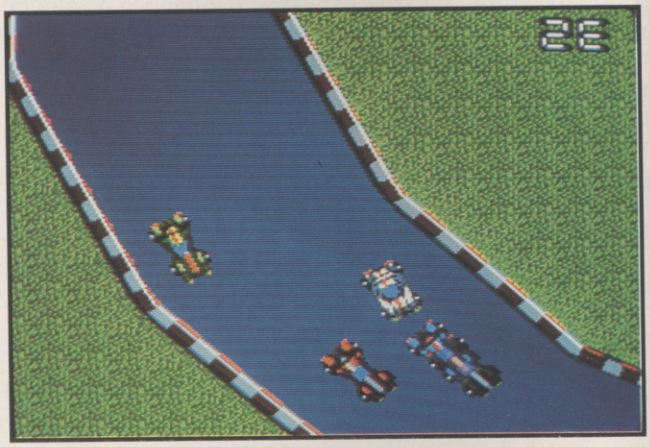
PC ENGINE

Fancy a round of golf? Well, don't bother to change into your pale pink Pringle jumper and your super wide checkered bell-ends. Just grab this cartridge and stick it into your PC Engine and you can play golf without even having to leave your living room.

The Naxat course is a toughie, with all sorts of obstacles to overcome, including greens in the middle of lakes, crevasses and dense forests to drive the ball over, and with a strict par to match, this is a game that won't be beaten overnight.

If you're a golf fan, make sure you give this the once over - it's definitely the best golf game available on the Engine.

OVERALL 91%



NEW ZEALAND STORY

PC ENGINE

Tiki the Kiwi has had all his kiwi mates kiwinapped by a fiendish walrus who wants to have his wicked, walrussy way with them!

Tiki isn't one to take this situation lying down, so, armed only with his trusty bow and arrow he sets off through the platform-packed zoological gardens, and prepares to zap some walrus peons.

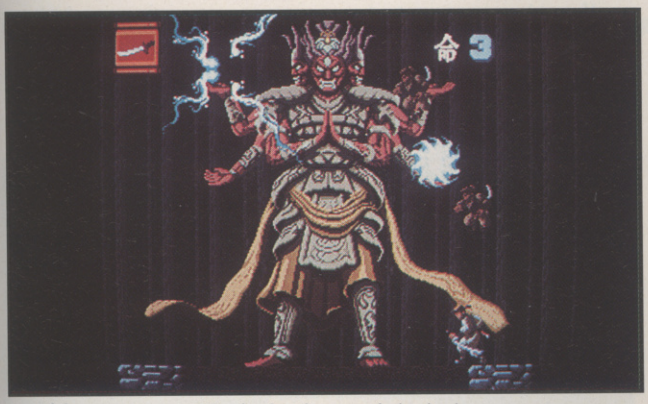
This is a very accurate conversion of Taito's cute and cuddly arcade platform game, and features all the levels, monsters, music, weapons and warps from it's coin-op counterpart. Good fun all round, really.

OVERALL 85%

NINJA WARRIORS

PC ENGINE

Another president has been kidnapped, and just for a change they've sent a couple of robotic ninjas to sort



out his captors with their sharp ninja-knives and throwing-stars.

This is a one or two-player conversion of the Taito arcade machine, with lots of violent slasher action on offer to the bloody-minded punter. The graphics are all nicely detailed and the gameplay has enough variety and violence to hold most people's interest for a fair few hours. Recommended!

OVERALL 88%

NINJA SPIRIT

PC ENGINE

After being lynched by a gang of nasty Japanese assassins, the ninja of the title returns to earth in spirit form to exact a terrifying revenge on the hoodlums responsible. What this translates to in gameplay terms is a horizontally-scrolling beat 'em up, through which our hero slashes, bashes and dashes his way, picking up magical icons and more powerful weapons along the way.

If you've ever seen the Irem coin-op you'll know what to expect, as this conversion sticks to the original quite closely. If you're after a beat 'em up, this is well worth considering.

OVERALL 85%

ORDYNE

PC ENGINE

This is a very cute and colourful conversion of a pretty obscure cute and colourful coin-op. It's a shoot 'em up for one or two players who fly their jet buggies over land and into sea while nuking the oncoming hordes with various outlandish forms of heavy artillery.

The actual gameplay isn't much to speak of, but it's fun and the bright graphics give Ordyne a really jolly atmosphere.

OVERALL 81%

OPERATION WOLF

PC ENGINE

This is the sort of game that television documentary makers like to think turn the player into a homicidal maniac. In fact it's a conversion of the hit coin-op that let you gun down digital soldiers with the mock Uzi attached to the cabinet.

Obviously the game loses a little because the lack of the gun means you have to steer the sight around the screen with the joypad, but apart from that it manages to capture much of the feel of the arcade game. The sprites are big and detailed, the sounds are quite adequate and it's exciting and fun to play.

OVERALL 85%

OVERHAULED MAN

PC ENGINE

A very early PC Engine title, and it shows. Overhauled Man is a crummy platform game in which you guide the hero beat 'em up style across the scrolling landscape. There are plenty of tricky obstacles to overcome, and the game is by no means easy.

However, the graphics and sound are so feeble and the gameplay is so unoriginal and devoid of variety that it's difficult to really feel positive towards it. Just run, jump and punch your way along... Boring really.

OVERALL 51%

P-47

PC ENGINE

This Jaleco shoot 'em up was doing the rounds in arcades a couple of years and appeared on the Engine in '89 but it still compares well to many recent sideways-scrolling blasts.

You actually control a World War II fighter plane on a mission over enemy territory. Unleash the power of your cannons on oncoming fighters, enormous bombers, rockets, tanks, etc, etc, then boost your bang-power by running into handy weapons tokens. It's a bit of a toughie, this one, but it's a good looker, and the real blast-fans among you should love it.

OVERALL 84%

PACLAND

PC ENGINE

Between PacMan and PacMania came this little number, a scrolling platform adventure in which PacMan has to run the gauntlet of ghosts in cars and aeroplanes, to take a fairy back to fairyland.

It sounds a bit soppy, it's true, but it's still skillful stuff. The only factor to dampen the flames of fun is the overt simplicity of the gameplay. Anyone except the most devoted PacFan may well find it gets just a bit too monotonous as level after level of similar obstacles scroll past. Try afore ye buy if possible.

OVERALL 79%

PARANOIA

PC ENGINE

Yet another sideways-scrolling shoot 'em up, but this time it isn't an arcade conversion. It's a bizarre blast with lots of strange insectoids to zap, and a fair few oddball weapons to zap 'em with.

Points of interest are the rotate-the-drone system, similar to that used in the arcade game, Prehistoric Isle, and the rather rude alien who seems to be swearing at you at the end of every game. Quite difficult to get into, but rewarding once you've got the knack of things.

OVERALL 80%

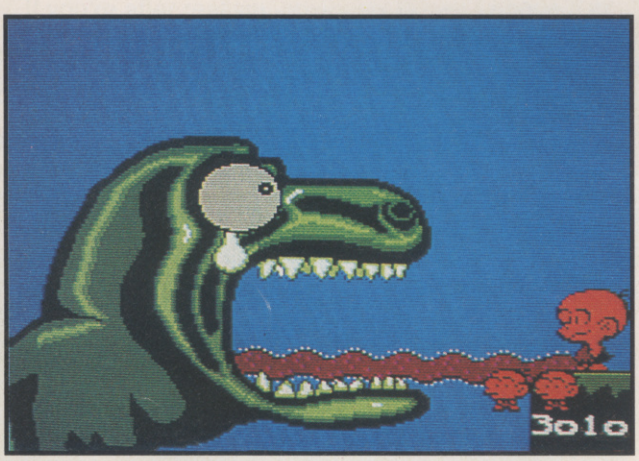
PC KID

PC ENGINE

Kid's girl has been kidnapped by prehistoric monsters, and because there's no police force in the Paleolithic era, he has to brave deadly dinosaurs, lava and walking trees to rescue her himself.

This is a platform game in the Super Mario Brothers mould, but instead of just jumping on monsters to squash them, Kid leaps in the air, somersaults and comes down head first! The great graphics, freaky monsters and the general air of slapstick boost this game's fun factor, as does the urge to root out all the hidden bonuses. Definitely the best PC Engine platform game going.

OVERALL 95%



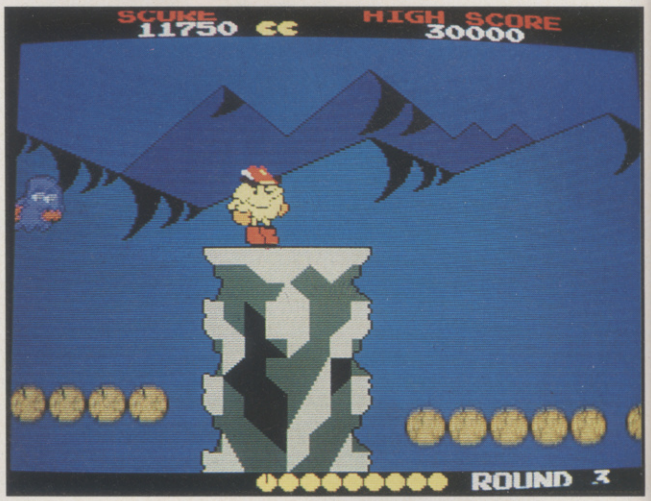
POWER DRIFT

PC ENGINE

Sega's big off-road racing hydraulic com-op conversion hits the PC Engine, and while it's not bad, it's also not brilliant. The 3D is fairly fast and effective, but unfortunately it's just too easy. Even a novice will find coming in the top three in every race a fairly simple task, and it's possible to conquer all five sets of five tracks within a couple of sittings, and once that's done it all gets rather dull.

If you're desperate for a racing game, this might have some appeal, but you'd be far better off investing your cash in something which has much more lasting appeal.

OVERALL 69%



POWER GOLF

PC ENGINE

With great graphics and oodles of playability, Power Golf is a thoroughly enjoyable golf game which offers plenty of challenge and lots of lasting appeal.

It's not quite as good as Naxat Open, but it's nevertheless a solid golf game which offers plenty of different modes of play. If you're a golf fan, check out Naxat Open first, and when you've completed it, try this one out too!

OVERALL 88%

POWER LEAGUE BASEBALL

PC ENGINE

The Japanese are just as much into Baseball as the Americans, but unfortunately we Brits aren't into it very much at all which limits the popularity of most computer baseball games.

If you're one of the few, however, you'll be interested to know that Power League is one of the best computer baseball games around, and lets you play as one of twelve teams, against a friend (if you have a tap) or the computer.

All the features of Baseball are included in this game - all the different pitching and batting styles and all the statistics that TV Baseball viewers love - all displayed in 3D graphics.

In fact there are only two problems with this game. Firstly, the lack of English instructions means you have to know the sport pretty well to get anywhere. The other thing is that Power League was quickly superseded by Power Leagues II and III, so there's not much point buying this installment.

OVERALL 70%

POWER LEAGUE BASEBALL II

PC ENGINE

To the untrained European eye this seems to be almost exactly the same as Power League. A good baseball game, but if you're that desperate for one you may as well buy Power League III.

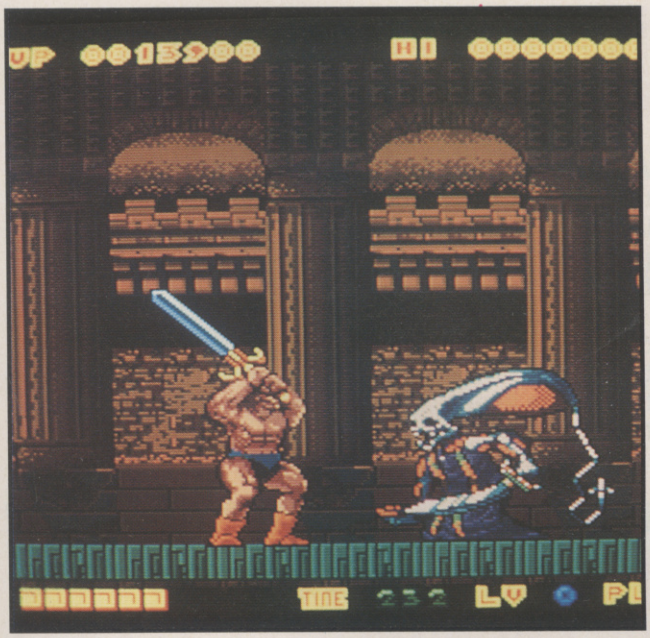
OVERALL 70%

POWER LEAGUE BASEBALL III

PC ENGINE

There's still not really that much difference between Power League III and Power League I. The only really noticeable change is the fact that in this one you can play in one of three stadiums, one of which is indoors. If you're after a baseball game, this is probably the best for the PC Engine, but compared to other sports games it seems strangely lacking in thrills.

OVERALL 79%



RASTAN SAGA II

PC ENGINE

Mr Rastan reckons he's the hardest barbarian this side of the cursed mountains, and he's bet a tenner on it. Now to prove himself and win the wager he has to get going across hazardous lands, crawling with all sorts of supernatural scum-suckers, and with only a sword and shield for company. Luckily there are extra bits of military hardware, such as axes and morning stars to pick up along the way.

This is a decent conversion of the coin op of the same name, and features large, detailed sprites (which aren't particularly well-animated, by the way). For some reason, though, it doesn't grab the player in the same way as Legendary Axe II does, possibly because the gameplay consists of little more than walking right and slashing once when a monster appears, and that wears pretty thin after a while.

OVERALL 67%

RED ALERT (CD-ROM)

PC ENGINE

Opening with an impressive cartoon-style introductory sequence, this quickly degenerates into an average Ikari Warriors-style shoot 'em up in which you guide a gun-packing hero across an enemy packed multidirectionally scrolling landscape.

The graphics are alright and gameplay is fairly good, but really there's nothing in this that sets it apart from any normal cartridge game other than the sound and the opening sequence (which is all in Japanese anyway, so you can't understand it unless you speak the language). We expect more from our CD-ROMS..

OVERALL 61%

RABID LEPUS

PC ENGINE

An unusual shoot 'em up, starring a cybernetic bunny who has to blast his way to the Ultimate Carrot with the aid of a Lepus Laser cannon and homing missile launcher. Torching certain aliens earns you super carrot power and you can even become a psychedelic invincibunny.

The sprites and scenery are some of the best seen on a PC Engine shoot 'em up, and the gameplay isn't bad either, though it ain't no world-beater. Something to try if you're after a change from the standard blasting fare.

OVERALL 86%

ROCK ON

PC ENGINE

Become a treasure hunter in this slightly off-beat addition to the sizeable range of PC Engine sideways-scrolling blasters.

As usual there's plenty of alien death to be dished out, both in the air and on the ground, and there are a selection of power-ups to collect, but somehow the whole game feels slightly odd - odd and difficult. The heroic few who've made it to the more advanced levels say it is worth persevering, though, so if you fancy yourself as a bit of a case-hardened, bullet-proof sonovagun, this could be just your cup of tea.

OVERALL 79%

R-TYPE

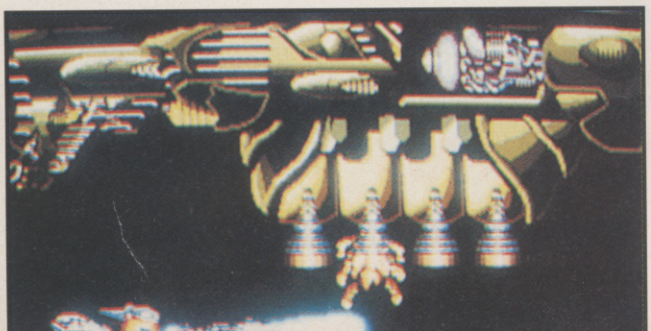
PC ENGINE

This cart contains the first four levels of Irem's super-duper scrolly-blast coin-op, the rest of the game being packed onto R-Type II (see following). Really, this IS the coin-op, exact in every detail, except that the screen also scrolls up and down slightly to compensate for the horizontal screen format (!).

All the sexy weapons and almost-sexy aliens are in there, in the same positions, with the same properties. There's a bit of sprite flicker every now and again, but that is easily excusable when the action is so red-hot!

When you finish the game (which isn't that difficult, actually), you're treated to an excellent end-of-game sequence, and given a code to type into R-Type II to let you start with the same lives/weapons status you finished with. After Gunhed, this is the essential PC Engine shoot 'em up.

OVERALL 95%



R-TYPE II

PC ENGINE

Don't think this is a conversion of the R-Type II coin-op, because it's actually the follow-up to the above cartridge and is a flawless rendition of the final four levels of the original R-Type arcade game.

As you would expect, things starts off pretty tough and get even tougher, so unless you're a real whizz you'd be better advised to play R-Type I first, and by then you'll be desperate to get started on this sequel.

If you do finish the first installment, you're given a code which lets you start this one with the weapons and lives you finished with, just as if you were playing the arcade game.

OVERALL 94%

SHINOBI

PC ENGINE

The world's leaders have all had their kids kidnapped by terrifying terrorists, so they've sent the famed Shinobi troubleshooter to help out.

He has to trek across to The Wrong Side Of The Tracks, where the kids are being held, duffing up and chucking shurikens at their captors. The arcade game wasn't too sophisticated, and neither is this conversion, but it's well presented and good fun to play.

Strangely enough, this version lacks the target shuriken-throwing bonus game which features in many other versions. Luckily it isn't a significant detriment to the game as a whole, though.

OVERALL 82%

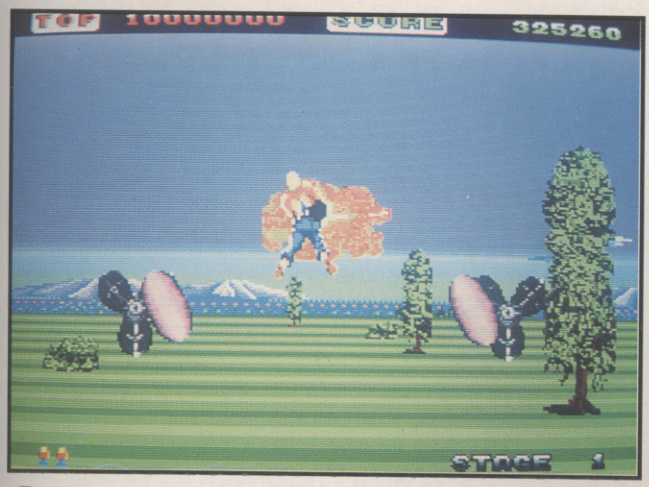
SIDE ARMS

PC ENGINE

Capcom's two-player coin-op becomes a one-player PC Engine cart, but that's about all it loses in the translation process. There are big weapons galore in this space shoot-out, not to mention lots of secret bonuses (the cow and strawberry bonuses are in their correct places, and even though it's a single player conversion, the Alpha combine-the-ships-for-super-firepower icon is in there too).

It sure isn't the easiest of shoot 'em ups, but it's one of the classier examples, and anyone who enjoyed the original enough to keep feeding it ten pence pieces should find it engrossing.

OVERALL 85%



SIDE ARMS (CD-ROM)

PC ENGINE

This is essentially the same as the card version reviewed above, but with the obvious addition of much-enhanced music and slightly better graphics. However, the extra expense and the pauses while the game loads the next level from disk make this a slightly less attractive buy than the card version.

OVERALL 80%

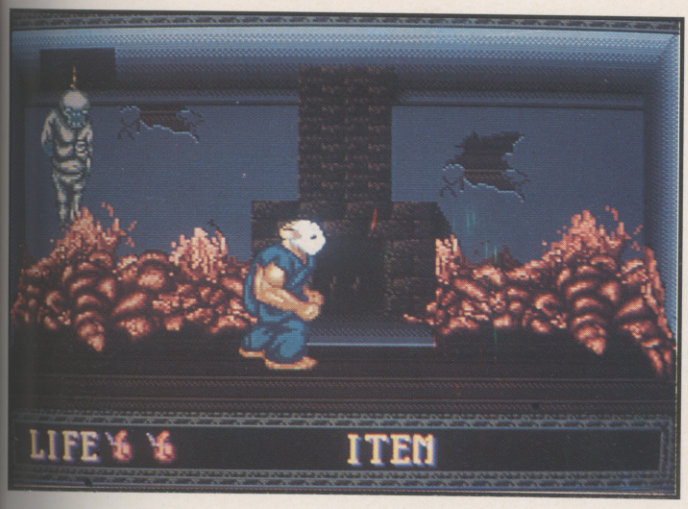
SON SON II

PC ENGINE

Remember the old Monkey TV series? This game is based on the same legend, and in it the hero of the piece, a monkey spirit armed with a magic quarterstaff, has to rescue his mates from the clutches of a mysterious demon.

It's a Rastan-style quest in which Son Son has leap around platforms and climb ropes while fending off cuddly demons with his staff or whatever weapons he's found along the way. There are a lot of games like this on the Engine, but the excellent graphics and varied action put this one slightly ahead of the rest of the pack.

OVERALL 78%



SPACE HARRIER

PC ENGINE

Take a trip to the Fantasy Zone in this great conversion of Sega's 3D coin-op. You play a bloke with a jet pack and a laser who has to leg it across stripey scenery, blasting the bejeezus out of the freaky flora and fauna coming his way, then knock out the big nasty dragon at the end of each level. It's a fairly simple concept, but the speed of the game and the smart 3D graphics make this one a most enjoyable shoot 'em up, especially if you were ever hooked on the arcade game.

OVERALL 80%

SPACE IN-VADERS PLUS

PC ENGINE

A bit of arcade nostalgia here, for our more elderly readers who remember the days when it was impossible to be more than 100 yards from a Space Invaders machine.

This cart, like Xevious reviewed below, has two Space Invaders games on it. One is the original, correct in EVERY detail (the upside-down letters on the attract screen and even the high-tech transparent sheets of coloured plastic are accurately simulated), and this is of nostalgia value only.

The real meat is the updated game, which features heavily tarted-up graphics, and a selection of really kooky weapons. While it proves fun for a while, modern day vid-kids may well feel they'd rather be playing Gunhed.

OVERALL 78%

SPLATTER-HOUSE

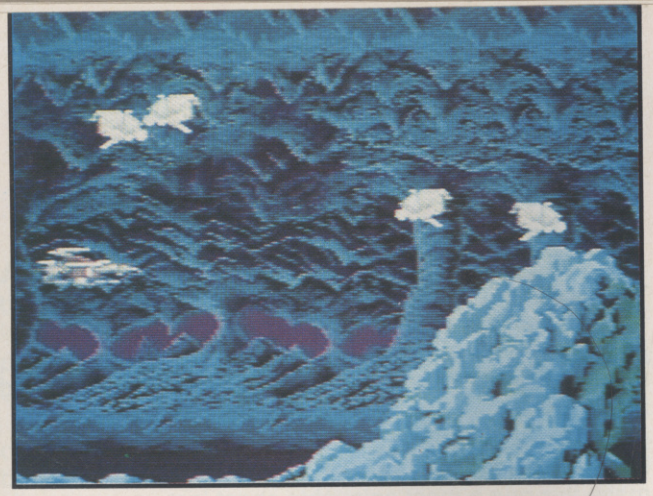
PC ENGINE

Get out your hockey mask and boiler suit and get ready for gore galore!

This arcade conversion puts you in all sorts of nasty locations - haunted houses, rancid sewers and demonic churches - and challenges you to get the hell out. However, the indigenous zombies, spooks and possessed chainsaw-wielding maniacs would like you to stay, so you're going to have a fight on your hands. Luckily there are things like baseball bats, meat-cleavers and shotguns available which ward off evil very nicely.

Splatterhouse is a terrific conversion of the coin-op with tremendous graphics, ultra-violent gameplay and good sounds too. A must-buy, fer sure.

OVERALL 90%



SUPER DARIUS (CD-ROM)

PC ENGINE

This was originally an arcade game with three monitors placed side by side in the cabinet for an extra-wide playing area.

The PC Engine version doesn't seem to miss the other two screens, though, and on the whole it's a decent shoot 'em up, with smart graphics and nice sounds backing the action.

The only problem is that it's too difficult (even with the hidden difficulty level set at EASY), mainly because it takes ages to build up any half-decent weapons. You may also be interested to know that a card version of Darius exists which is practically identical, even down to the music (which is nearly as good as the CD version, amazingly), though that's no easier. One for hard laser-fans only.

OVERALL 80%

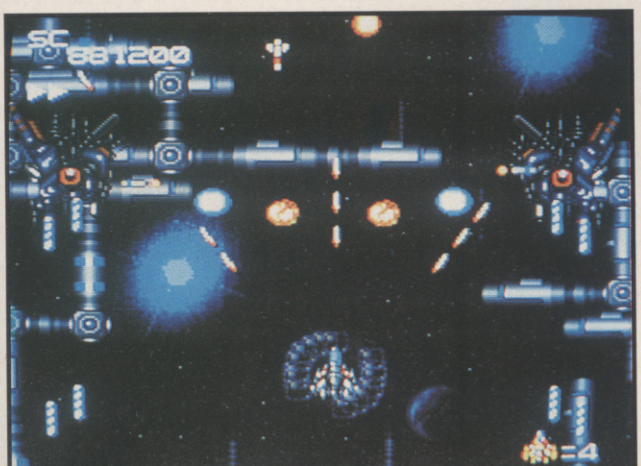
SUPER FOOLISH MAN

PC ENGINE

It's platform time again, in this rather average game in which you take control of a typically Japanese hero on a quest to right wrong.

The graphics and sound are pretty naff, and after a couple of session you quickly get bored. Give it a miss, unless you're after an average platform game for your PC Engine cartridge library.

OVERALL 46%



SUPER VOLLEY-BALL

PC ENGINE

If, in these cold winter days, you want to go to the beach and have a game of volleyball, why not check this title out. It's pretty challenging, with a variety of teams a good control method and some pretty neat graphics.

Volleyball mightn't be everyone's cup of tea, but if you're a sports game fan after something a little different, you could do a lot worse than this.

OVERALL 78%

SUPER STAR SOLDIER

PC ENGINE

This shoot 'em up is Hudson Soft's sequel to the one and only Gunhed, and while it boasts slightly superior graphics, it doesn't quite match the original for zappability.

The vertical-scrolling space blast gameplay is similar, and there are a variety of weapons to pick up but none of them are quite as dazzling as Gunhed's. That's not to say it's bad at all, though, and one thing it does have over Gunhed is a higher overall difficulty level, and the addition of two and five minute tournament competitions which are good fun.

OVERALL 89%

TALE OF THE MONSTERPATH

PC ENGINE

Take your wide-eyed little chappie on a trip across country inhabited by nasty spirits and genies who put wide-eyed little chappies at the top of their menus. Duffing up monsters or winning in the occasional dice game earns hard cash to spend on upgrading his soppy fireball spell into something a little more powerful - which comes in handy when he has to take on the end-of-level genie.

This is quite a neat little Ghosts 'n' Goblins-type shoot 'em up, but unfortunately there are sections of the game which rely on the player being able to read Japanese, and it's impossible to ignore these and still get on in the game. Only worth buying if you can get it cheaply.

OVERALL 60%

TAITO BIKE RACING
PC ENGINE

This is another game based on a Japanese comic character, who apparently spends a lot of his time racing large motorcycles.

This is quite an involved simulation, and it has an extensive bike refit screen, and even features changing weather conditions on the courses. The down-side of this is that, just like the real thing, you have to drive a solo race against the clock to qualify for every race - and that gets a little tedious when you just want to start racing against the pack straight away.

The graphics are superbly detailed, and the game even uses clever colour-switching to give the backgrounds a bit of subtle shading. Definitely one of the best racers on the Engine.

OVERALL 84%

TIGER HELI
PC ENGINE

Take your warcopter into battle over land and sea in this souped-up version of an old up-the-screen arcade blast of the same name.

You start the game armed with rockets and a few smart bombs, but collecting different coloured tokens provides three-way shot or homing bullets, and pick up the "S" tokens to boost your shot power to enormous extremes! This is another excellent Engine shoot 'em up, the almighty weapons being its most outstanding feature.

The graphics are slick, and the sound is good too (our vote for "Best PC Engine Sound Effect" goes to the noise made by the helicopter on take-off). Definitely one of the top ten Engine blasts.

OVERALL 88%

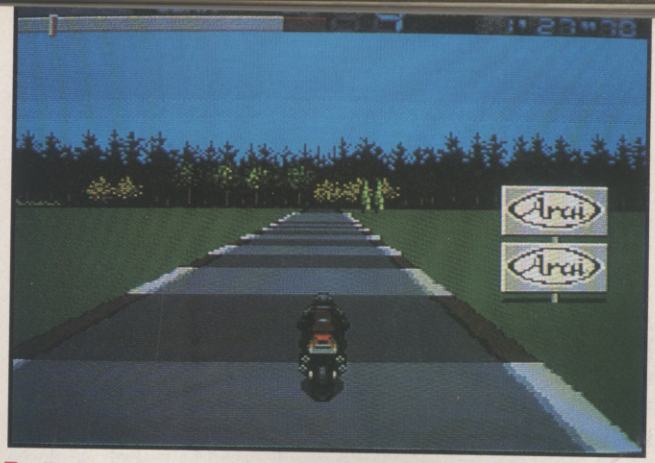
TIGER ROAD
PC ENGINE

Capcom's coin-op gets the conversion treatment from Victor Musical Industries, the people behind the Legendary Axes, but don't take that as a recommendation.

Your Oriental baldy is an agile little chap who can leap platforms and swing his weapon with the best of 'em, but even his prodigious combat powers are of little use against beasties who attack from the safety of areas off-screen, or who knock him into bottomless pits while he's in mid-jump.

This game looks great, but it's just Frustrationsville, Arizona, so even fans of the arcade game may well find it an almighty bummer.

OVERALL 40%



VARIS II
PC ENGINE

We thought we'd better include this just in case some unsuspecting punter bought it. Varis II is a fantasy role-playing game, but the only problem is that it's all in Japanese, so unless you can speak the lingo, you won't be able to play it.

OVERALL N/A

VOLFIED
PC ENGINE

The arcade classic, Qix, was an unusual beast, and this may account for the fact that games of its ilk are rarely seen on home machines.

Volfied is a Qix lookalike rather than a Qix copy, as it features the same gameplay, but replaces such ancient enemies as the Sparx with nasty spaceships or monsters (it varies from level to level).

As before, you just have to use your drawing cursor (in Volfied it's a little spacecraft) to draw lines and enclose bits of the screen, but don't let anything run into your line before it's completed or you lose a life.

It has all the addictive powers of the original game, and prettier graphics to boot, but the occasionally frustrating gameplay suggests it's probably not a game for the short-tempered.

OVERALL 85%

VICTORY RUN
PC ENGINE

The first road-racer to appear on the PC Engine, and still one of the best. Kit your shiny speedster out with extra brake pads, gear boxes, etc, then drive it across Europe to Africa, trying not to crash too often on the way, so you can reach the next checkpoint in time.

The 3D is fast and convincing, and the other cars and lorries are nicely drawn, though sometimes the scenery is a little bland. However, the game demands a fair degree of driving skill, so if you're after a driving game this is worth taking out for a spin.

OVERALL 82%

VIGILANTE
PC ENGINE

Aiiee! Madonna (that's Madonna you're girlfriend, not Madonna the millionaire singing jogger) has been kidnapped by those roughnecks from the other side of town, and instead of calling the police and getting them to risk their necks, you've decided to take the bad guys on yourself. It's lucky you took those self-defense courses at night school, because you'll need to punch, kick and leap your way out of trouble when the bad guys get on your trail, and remember to save some energy for the big guys at the end of each level!

This is an almost pixel-for-pixel conversion of the Irem arcade beat 'em up, which beats most of its PC Engine competitors into a pulp. The only problem is the lack of levels, and the healthy supply of "Continue"s, which make completing the game all too easy for an experienced street thug.

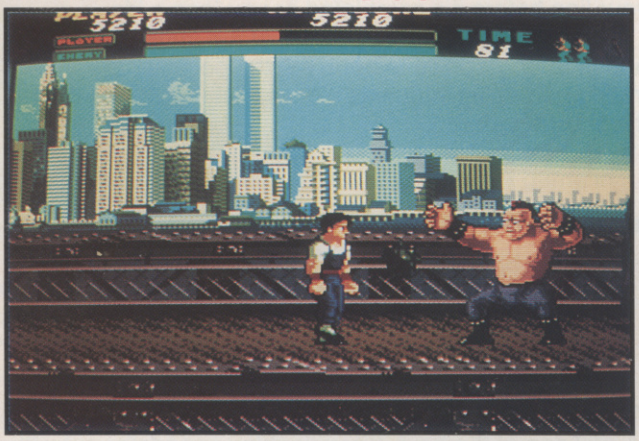
OVERALL 80%

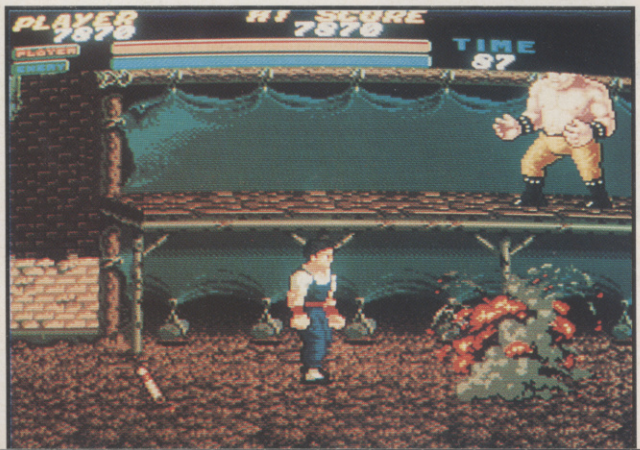
WATARU
PC ENGINE

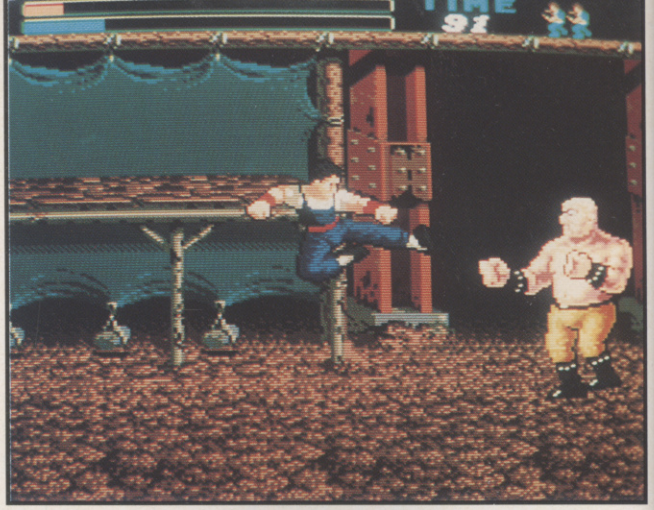
Flippin' heck - this is a tough game. What is it? Well, it's a platform game in which the player takes control of what looks like a traditional farmer's boy (complete with dungarees and a felt hat). There are loads of hazards to overcome, and in some sections of the horizontally scrolling landscape there are some really tricky areas which require pixel-perfect jumping.

Try it out if you're a platform fan after a big challenge.

OVERALL 78%







WINNING SHOT
PC ENGINE

This is Hudson Soft's contribution to the PC Engine's selection of golf games, and pretty successful simulation it is. Up to four people can compete in a match or a full-blown tournament across several tropical courses complete with trees, water and sand hazards.

The course is viewed from above, and you take your shot by selecting a club, putting spin on the ball, then setting the direction and strength of the shot. All the features of the sport are in there, so if you've always wanted to get out on the course but couldn't afford a set of clubs, this is a cheaper and less tiring alternative.

OVERALL 75%

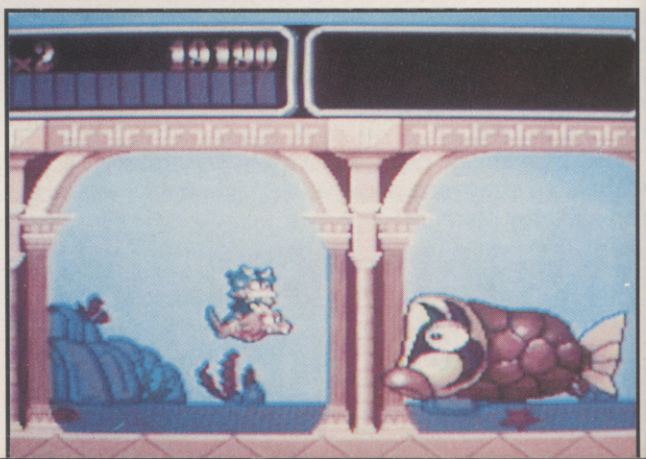
WONDERBOY III (CD-ROM)
PC ENGINE

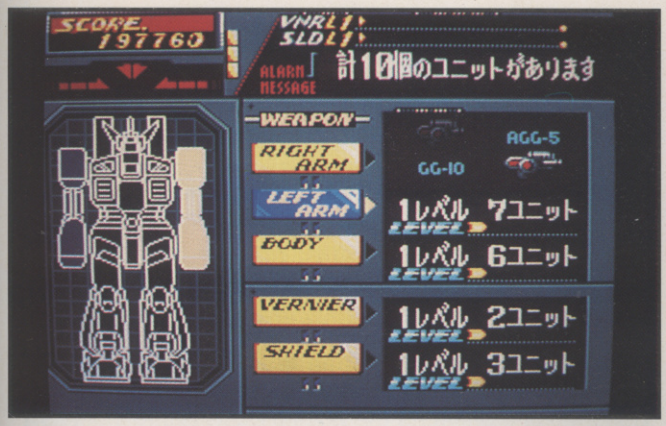
This conversion of the Sega coin-op is probably the best of the currently-available CD ROM software. It stars little cutey-pants Wonderboy, on a mission to... well, kill things, it seems.

To this end, he is armed with a magic sword which can be made to shoot lasers and deadly rings if he can catch the right power-ups.

The graphics are terrific, and the funky calypso CD soundtracks are even better, and while the action is still surprisingly simplistic for a CD-ROM game, it's the playability that makes this better than the rest.

OVERALL 88%





WORLD COURT TENNIS
PC ENGINE

This is possibly the best tennis simulation on any computer (though GameBoy Tennis comes close). If you have a joypad tap, up to four players can compete simultaneously in singles or doubles matches, and there's a tournament feature to make things even more competitive.

The game is very easy to get into and the action has a good feel to it, which is why it is such a playable game. This one's getting on a bit so it's been out of production for a while, but it's well worth scouring the small ads for.

OVERALL 90%

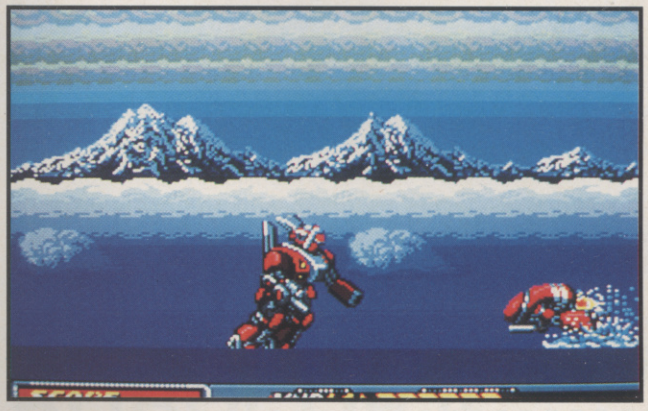
XEVIOUS
PC ENGINE

Xevious is a bit of a senior citizen as far as coin-ops go - it was one of the first graphically pretty shoot 'em ups - but this card contains two versions of the game.

The first is almost a straight conversion, which plays just like the original, but looks surprisingly mediocre. The second is similar, but it has an unintelligible plot and there are extra weapons to add to the standard dual laser gun and guided bombs.

It's a pretty basic shoot 'em up, and as they say, nostalgia isn't what it used to be, so this one is best left to the few who still remember all the hours of pleasure they had playing the original.

OVERALL 69%



VEIGUES
PC ENGINE

Become a large robot on roller skates! At least, that's what the main sprite in this game looks like. He's off on a roller-skating crusade across desolate cities, blasting away at any robots who stand in his way, and, well, that's about it.

This game has a fair few faults, not the least of which is the air of mystery as you try to work out what's going on. The robot isn't very manoeuvrable, so there seems to be no escaping some of the enemy shots and consequently things get frustrating very quickly. There are better fish in the sea, as they say.

OVERALL 47%

YAKSA
PC ENGINE

At first sight this looks like an alternative Space Harrier, what with its 3D run-into-the-screen gameplay, but it only takes a few minutes to discover this is something worse.

In fact it's a sort of 3D platform beat 'em up, starring a man who appears to be wearing wind-resistant sky-diving trousers. The 3D platform bit just doesn't work, because the 3D is so ineffective that half the time you can't tell where you're meant to be jumping to.

Equally, the actual combat is pretty poor, especially using the completely useless sword, which is what you start with. It's an interesting idea but the programmers haven't been able to pull it off.

OVERALL 55%

GX 4000

BARBARIAN II

GX4000

Take control of either a sword-slinging Amazon, or an axe-wielding barbarian and hack and slash your way through four levels of flick-screen action and defeat the evil wizard who resides on the last level.

The graphics are simple, but brilliantly animated (some of the baddies are utterly superb), and there are some great touches like the hero's head being bitten off by a giant dragon.

It's all great fun, and is highly recommended to arcade adventure fans who like a bit of violence.

OVERALL 88%

EPYX WORLD OF GAMES

GX4000

Four events make up this sports simulation - BMXing, downhill skiing, surfing and cliff diving. There are multiple player and practice options which are selectable at the start of the game, and the events can be played singly, or in any order.

While the graphics are first class, unfortunately they don't cover the fact that there's simply not enough game in this package. All the events are easy to complete, and gaining record scores is easy in just a few sittings.

Had there been more events, this would have come highly recommended. As it stands it's a below average game which won't keep you occupied for more than a day or two.

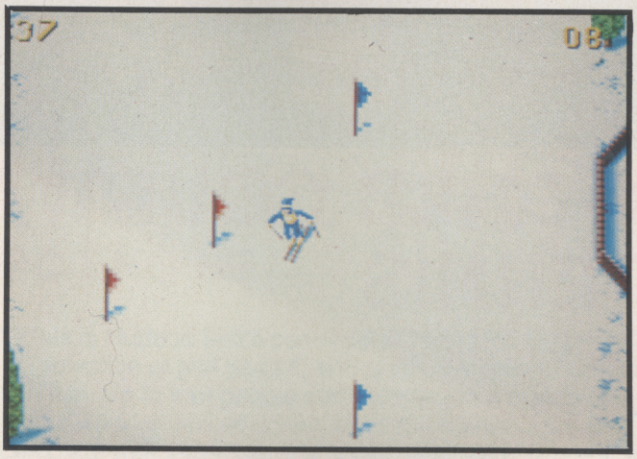
OVERALL 49%

FIRE AND FORGET II

GX4000

When you read the scenario, Fire and Forget II sounds full of promise, with the player required to take to the road in a super-powered combat car and blow up everything in sight.

When you get to play it, though, you discover that the 3D update is rubbish, the car handling is atrocious, the graphics are terrible, the sound is feeble and the game itself is about as enjoyable as having six-inch nails banged into your kneecaps. It's just awful and shouldn't have ever seen the light of day.



By the way, Crazy Cars II, which we've seen a preview copy of uses the same graphics system and plays in a very similar way, so you're advised to give that a miss, too.

OVERALL 28%

KLAX

GX4000

Klax is a strange sort of arcade puzzle game in which tiles of different colours roll down the screen on a conveyor belt and you've got to pick them up and drop them into a bin at the bottom of the screen in an attempt to make "klaxes" - lines of three similarly-coloured tiles, either horizontally, vertically or diagonally.

If a complete line is made, all the tiles disappear and the rest of the tiles fall downwards. If you fail to reach a set number of klaxes before the bin fills up with tiles it's game over. The game also ends if you let three tiles drop off the edge of the conveyor belt.

It's quite good fun, but the implementation of this version is disappointing. The tiles are badly drawn and animated, and the handling of the paddle is poor. Ardent arcade fans might enjoy the action, but really we can't recommend it to anyone else.

OVERALL 66%

NAVY SEALS

GX4000

Navy Seals is a combat game with action taking place over six levels, each based in an exotic location, such as a harbour, barracks, and a radio tower. Each team member can jump, somersault on to platforms, crouch and crawl - as well as shoot, of course. The idea

is to travel through the level, planting bombs and splattering Johnny Arab Terrorist all over the landscape within the tough time limit. Eight lives are all you get, and the time isn't reset when a SEAL dies, so there's no hanging around!

Luckily power-ups are liberally dispersed through the levels, usually in the form of weapon upgrades including machine guns and flame throwers.

Navy SEALS features some brilliant graphics - the backdrops are nicely drawn and the animation is truly superb. However, the big problem is that the game is hard. Frustratingly hard. Even though the game is always the same each time you play it (so it's just a case of learning exactly what to do in each situation) it's still amazingly tough since you've got an incredibly tight time limit and your men die or lose virtually all their energy if they fall even short distances. It's a great shame that the playability hasn't been properly balanced, because with a few tweaks to the basic gameplay this could have been an absolute stunner. As it is, it's a very tough and frustrating game which only very, very experienced players will enjoy.

OVERALL 76%

OPERATION THUNDERBOLT

GX4000

It's sharp-shootin' time. An enemy force has hijacked an aeroplane and have forced it to land deep inside their country. There's only one thing to do - call the super commandos to infiltrate the country, leap onto the plane and fly it and the passengers to safety.

The action is displayed using horizontally scrolling and 3D grpahics, and the idea is to simply blast everything that gets in your way using a crosshair to aim your gun.

It's very fast and furious, and sometimes the amount of enemy soldiers seems to be overwhelming! Still, if you stick with it, there's plenty to keep a player happy, and getting through all six levels takes some doing.

The graphics and sound are a little disappointing, but the pulse-pounding action more than makes up for it. Check it out if you're after a fast and challenging game.

OVERALL 80%

PANG

GX4000

Blasting bubbles may not sound like the most exciting of pastimes, but when you're a professional globe-trotting bubble blitzer, it's all you can think of. And that's what you've got to do in Pang, a conversion of the wacky Mitchell coin-op.

You (plus a friend, if playing in simultaneous two-player mode) have to travel the world, see the sights, and blast the heck out of loads of bubbles with your trusty harpoon gun before they bounce you into the middle of next week! It's not as easy as you might think - once a bubble is shot, it splits into two smaller bubbles, each of which splits in two even smaller ones!

The odds aren't all against you, as some bubbles release power-ups which give you a better chance to clear the screen. Once all the bubbles are disposed of, it's on to the next part of the world, with even more bubbles!

Pang is one of those incredibly simple, but amazingly addictive games which once you start playing you just can't stop. Combining detailed and smooth-moving graphics with irresistible gameplay, it's both challenging and enormously enjoyable. Bubble bursting doesn't sound particularly thrilling, but the action is fast and gets incredibly hectic, especially if you accidentally pick up the dynamite and end up with a screen full of maniacally bouncing mini-bubbles! On later levels icy floors make life difficult, and the bubbles move faster and faster, requiring much joystick-jiggling and reflex-testing! Pang is easily the best GX4000 title yet seen, and is an absolute must-have if you've got such a machine.

OVERALL 93%

ROBOCOP II

GX4000

Take control of the metallic lawman and guide him through scrolling platform levels, two puzzle screens and an Operation Wolf-style shoot-out section in the

Although Robocop 2 features some brilliant graphics, there are some very annoying gameplay features which will have you literally screaming with frustration. The collision detection is very dodgy - Robo often dies when it seems that he's well clear of a deadly obstacle, and he also has a habit of falling through holes in the floor when he turns around too close to them. Another annoying feature is that some harmful objects are so well blended into the backdrops, you don't actually realise they're deadly until you've walked into them - aaagh! It's a shame that these features are present, because they let down the excellent puzzle and shoot-out screens. Robocop 2 offers a considerable challenge which only hardened gamesplayers will get the most from.

OVERALL 78%

SWITCHBLADE

GX4000

Although Switchblade doesn't look too exciting, it's one of the best platform games around.

The aim of the game is to guide your kicking and punching hero through the flick-screen landscape, doing battle with anything that gets in your way and picking up any power-up you manage to uncover.

There are loads of hidden screens, and a huge landscape which is just dying to be mapped. It's tough, but very, very rewarding indeed, and is highly recommended to all GX4000 owners.

OVERALL 92%

GAMEBOY

ALLEYWAY
GAMEBOY

Alleyway is the Gameboy version of that most aged of coin-op pensioners, the brick-removing game Breakout. A couple of years ago there was a bit of a Breakout revival in the form of Arkanoid, which introduced pick-ups and different screens into the proceedings.

This version, however, is a step back and features no extra weapons at all. As a consequence it quickly gets boring as you bat the ball around the screen.

The lack of variety quickly leads to boredom, and the game is also incredibly easy, so even if by some strange reason you enjoy the action, it won't keep you entertained for long.

OVERALL 27%

BASEBALL
GAMEBOY

Gameboy baseball plays a tough and challenging version of the sport, and is nicely presented too. The controls are simple enough to allow a novice to get into the action, but the computer opponents are tough and have an irritating habit of scoring home runs just when they're most needed.

With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.

OVERALL 75%

BATMAN
GAMEBOY

The Dark Knight hits the Gameboy in this superb platform game. It's rather like Super Marioland with extra weapons, with Batman running and leaping over a complicated platform environment attempting to avoid and blast the numerous baddies with his batarang, or any other extra weapon he manages to grab hold of.

At the end of each level is a guardian who's destroyed to progress to the next level. The further you get, obviously the tougher it gets - and it really does get tricky on later levels, especially when you finally meet the Joker!

With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy games around. Highly recommended.

OVERALL 91%

BEACH VOLLEY-BALL
GAMEBOY

Beach Volleyball is a frustratingly difficult console version of the sport where two teams of two battle on the beaches and attempt to rack up the most points.

As we've already said, it's frustratingly difficult, and it takes quite a while to master the timing required to hit the ball back across the net, so be prepared to lose a lot in the short-term. Once you get into the action, it's quite good fun, but doesn't really have the appeal of Tennis or Baseball.

Try it out if you're a Volleyball fan.

OVERALL 64%

CASTLEVANIA
GAMEBOY

Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes.

As you can imagine, there are plenty of hazards to make life difficult, and these come in a variety of supernatural forms, including bats, zombies and skeletons. It's certainly tough going, and slightly frustrating as you always seem to get put back miles when you die.

The graphics are really good, with small, but superbly detailed sprites and great backdrops. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.

OVERALL 79%

DOUBLE DRAGON
GAMEBOY

When your girlfriend is kidnapped by a gang of merciless hoodlums, there's only one thing for it. Grab your special kung-fu trousers and travel into their territory to get her back.

The rescue mission is fraught with danger, and gang

members attack every step of the way. Fortunately you're familiar with martial arts combat, so you can give them a good kicking - but sometimes their numbers are almost overwhelming.

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics!

A must for beat 'em up fans.

OVERALL 88%

FLIPPUL
GAMEBOY

This arcade puzzle game is better known in the UK as Plotting. It's a strange sort of game in which you control a blob who must clear the screen of a pile of differently patterned blocks by slinging similarly patterned blocks at one another to make them disappear.

It's tricky to explain, and even looks weird when you first start playing. But once you've got your head around the concept it's pretty addictive stuff, which quickly gets pretty brain-boggling.

Flippul is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.

OVERALL 83%

GHOST BUSTERS II
GAMEBOY

The Ghostbusters have certainly got their work cut out here! Spooks are taking over New York and they've got to save the day by neutralising the supernatural threat in six different levels.

With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.

OVERALL 81%

GOLF
GAMEBOY

One of the only Gameboy games with a battery-backed RAM, this simulation allows you to play a round of 18 hazard-packed holes.

The control method is easy to use, and it's all very simple to get into. But the holes get progressively more tricky as you play through the game and there's a strict par which you have got to try and meet.

There's plenty of lasting appeal in this one, and the battery-backed save option means that you can return to a game even when the cartridge has been taken out of the machine!

When you consider that some crappy "executive" LCD golf games cost over £80.00, this superb golf simulation makes them look very, very poor indeed - you could buy a new Gameboy and Golf for that price! Needless to say, if you're a golf fan, make sure that you get this.

OVERALL 88%

HYPER LODERUNNER
GAMEBOY

Platform games don't come any trickier than this! Based on the old Broderbund title, this game has you guiding your man around baddie-packed screens with the intent of picking up all the gold booty lying around the place. When they've all been collected, a ladder is dropped down from the top of the screen so you can escape.

The first screen is difficult, and from there on it gets harder. Some levels seem almost impossible to complete, but there's always a way - but can you find it before frustration levels go through the roof?

If you enjoy a really tough challenge, this is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes!

OVERALL 71%

LAST BATTLE
GAMEBOY

Unlike the Megadrive game of the same name, Last Battle is a one-on-one beat 'em up in which the player battles a variety of different opponents.

It's quite fun at first, but the problem is that the moves are limited and the opponents are fairly easy to beat. The game provides some fun for a while, but really the action is just too dull to keep you enthralled for very long.

OVERALL 52%

MAKAIMURA GAIDEN
GAMEBOY

If you see a game of this name, don't get it. Instead go for Gargoyle's Quest which is an Anglicised version of the game.

It stars you as a cute little gargoyle who romps around the scrolling platform landscape avoiding the attentions of the baddies and attempting to beat the evil creature who lurks on the final screen.

The going is far from easy, and some pretty good gameplaying skills are required to make your way around the unfriendly environment. It's all very addictive, and should be checked out by hardened platform fans.

OVERALL 80%

MASTER KARATEKA
GAMEBOY

A Princess has been kidnapped by an evil shogun, and you're the knight in a shining kung-fu outfit who's going to rescue her.

The mission involves making your way deep into the shogun's castle. It's patrolled by his army of foot soldiers, so be prepared for plenty of battles. There are also hazards in the form of falling doors - so keep an eye out for 'em.

If you manage to make your way through to the centre of the castle, you get to tackle the shogun himself, and if you beat him, the Princess can be rescued!

Featuring excellent, beautifully animated graphics and atmospheric sounds, Master Karateka is an enjoyable and addictive beat 'em up which will have you glued to your Gameboy until the batteries run out.

OVERALL 87%

MICKEY MOUSE
GAMEBOY

Poor old Mickey's stuck in a nasty platform world where everyone's out to get him. The only thing he can do is try and escape, which means heading to the exit of each room.

The path to the exit is never straightforward, and there's much baddie dodging in evidence as he attempts to work his way around each platforms and ladders screen.

It's simple, but is still pretty good fun, and there's a password system which lets you carry on from where you left off. Try it out if you're into mice.

OVERALL 72%

MOTOCROSS
GAMEBOY

Motocross has never been any weirder than in this off-road biking game. The object is simple enough - just ride across the horizontally scrolling landscape and reach the end before the timer reaches zero. Sound easy? Of course, it's not!

There are all sorts of hazards to ride your bike over, and loads of jumps and loop-the-loops to negotiate. If you fall off precious time is wasted, and since on later levels you spend most of the time flat on your back, this is by no means simple.

But even though it's tricky, it's good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL 76%

NAVY BLUE
GAMEBOY

Navy Blue is a console version of the old pencil and paper game Battleships, and as such it's a bit redundant. After all, for the price of the cartridge you could go out and by tons of paper and a gold-plated propelling pencil and play the game as much as you like.

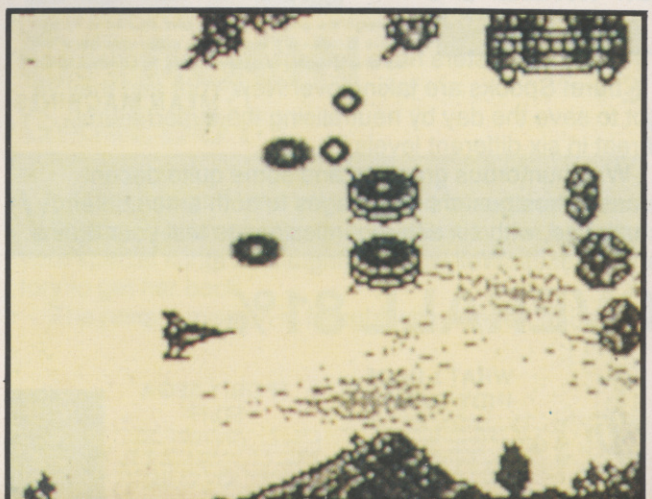
Still, if you're a Battleships fan, the computer is as good as any human opponent, and there's even a link-up option if you've got a friend who's also mad keen on the game.

OVERALL 61%

NEMESIS
GAMEBOY

Konami's Nemesis coin-op appeared in 1985 and was the first ever horizontally scrolling shoot 'em up to feature power-up weapons. Now it's appeared on the Gameboy, and while the programmers have taken a few liberties with the original game, it plays very much like a reversed-out miniature version of the arcade machine.

There are five levels in all, each which has a big guardian lurking at the end. It's simply a case of blasting everything that gets in your way, picking up the icons



and selecting any of the power-up weapons that are available - either speed-up, missile, three-way, laser, multiple and shield.

The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!

OVERALL 88%

NFL FOOTBALL
GAMEBOY

Sixteen! Forty eight! Hut! The gridiron comes to the Gameboy together with all its interruptions and complicated rules. Play the computer - or a friend with the Game Link - and choose any of the NFL teams that grab your fancy.

After kick off, the running back has to get as far upfield as possible until the opposition knocks him down. Then offensive plays are chosen in an attempt to gain 10 yards in four plays, which isn't as easy as it sounds. Alternatively while on defense, the task in hand is to prevent the other team from making their first down - and so regain possession. Punts and field goals are also available.

When you look at the screen shots, this looks great. But once you see the crippled outcasts from a Lowry painting blurring their way around the screen like slugs you soon get put off. And when the action gets hectic, you end up with a writhing mass of pixels which you can't make head nor tail of. Give it a miss.

OVERALL 33%

OTHELLO
GAMEBOY

Othello is an ancient game of logic and cunning in which you attempt to turn over your opponent's pieces so they match your ones. It's much simpler to play than chess, but just as much skill is required to become a master - and some of the computer opponents are pretty flippin' hot. There's also a two-player option, which is much more fun!

Although it mightn't look or sound it, Othello is an addictive and enjoyable game which you'll go back to time and time again.

OVERALL 89%

PACHINKO TIME
GAMEBOY

Based on the Japanese ball-bearing games that are incredibly popular in the Land of the Rising Sun, Pachinko time suffers from the "unless you can speak Japanese you won't get anywhere in this game" blues.

There's loads of text to decipher, and you can't get anywhere without knowing what's being said. So unless you can speak the language, don't buy it.

OVERALL N/A

PAPERBOY
GAMEBOY

Riding a bike in America's heartland isn't as easy as it sounds. In fact it's downright lethal: dogs, burglars, cars and, would you believe it, ghosts conspire to make your delivery route as hazardous as possible. But the papers have to get through to the subscribers, and this version of the coin-op contains all the features of the original. Steer your bike past the hazards to avoid the sack!

Bonus points can be gained by smashing the windows of non-subscribers, and extra bales of tabloids are scattered around to help the unfortunate delivery boy.

The trouble with this game is that it's far too fiddly. You need to get your eyeballs out on stalks to work out who are subscribers and who aren't, especially with the ultra-blurry scrolling. Couple that with the rubbish bike controls and you've got a game that soon loses its appeal - even coin-op fans will be disappointed.

OVERALL 67%

PINBALL
GAMEBOY

Pinball features a three-screen high flick screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.

OVERALL 79%

POPEYE
GAMEBOY

A conversion of the ancient Atari coin-op, Popeye has all the features of the original machine squeezed down to fit inside a Gameboy.

It basically involves you taking the role of Popeye and attempting to catch the things that Olive Oyl throws down from the top of the screen. Bluto and a wicked Witch attempt to make life difficult, so much scrambling over the platform environment is the order of the day.

There are four different screens in all, and while it's entertaining in the short-term, it hasn't got the lasting appeal to keep you playing for weeks.

OVERALL 68%

PUZZLE BOY
GAMEBOY

This is a thoroughly enjoyable block-shifting puzzle game, marred only by the fact that its multitude of options (displayed via an overwhelming number of drop-down menus) are all in Japanese, so you never really know what's going on. The game will be available soon on American import, so if you're interested in it, make sure you buy the English language version.

OVERALL 79%

QUARTH
GAMEBOY

Konami released a very similar arcade game to this last year. It's called Block Hole and involves you shooting small squares at uneven blocks that drop slowly down the screen. If enough squares are shot at the blocks to make it a regular shape, it disappears. However, fail to do that before a block touches the bottom of the screen and it's game over.

Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.

OVERALL 90%

QIX
GAMEBOY

Atari's rather surreal Qix coin-op was a mini-sensation when it appeared in the arcades way back in 1982. It's a sort of doodling game where you have to make squares which automatically fill in, and in this fashion cover more than 75% of the screen.

Making life difficult is the Qix, a bundle of energy that randomly moves around the screen. If it touches a square before it's formed, you lose a life. There are also sparks which try and track you down by following the lines you draw. Again, if they touch you, a life is lost.

Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.

OVERALL 81%

SHANGHAI
GAMEBOY

Another one of those ancient oriental games, Shanghai is a sort of patience game played with tiles. There's a huge pile of these things, and you've got to remove matching pairs of them and completely clear the table. It might sound easy, but it's not, because you can only remove tiles horizontally, and quite often pairs are covered by other tile.

Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.

OVERALL 90%

SOCCER BOY
GAMEBOY

Oh dear! The one and only soccer game on the Gameboy, and it's absolutely dreadful. Swollen-headed footballers meander around the screen attempting to kick a football that looks like it's filled with sand into badly-drawn goals.

The horribly flickery graphics look as though they were drawn by a mentally deficient child, and the gameplay is utterly dreadful, mostly down to the fact that the control method is dire, and that half the time you can see what's happening on-screen.

Even if you're the biggest football fan in the universe, don't get this. You'd be better off giving your money to charity rather than wasting it on this dross.

OVERALL 16%

SOKO BAN
GAMEBOY

This strange puzzle game involves the player moving boxes around store rooms. The object is to move the boxes onto the areas marked with an X, but this is made difficult by the fact that the boxes can only be pushed, and that the store rooms are such weird shapes, that it's very easy to get into a situation where it's impossible to complete the screen.

It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.

OVERALL 78%

SOLAR STRIKER
GAMEBOY

Hmm, a shoot 'em up. Would you be shocked to learn that aliens have invaded Earth, and that you and your souped-up ship are the world's only hope? You wouldn't? Well, neither were we. Solar Striker is a vertically scrolling shoot 'em up complete with power ups and dozens of unpleasant ET's who can't wait to be vapourised.

Control is simple enough, with fire and movement being your only options as you make your way to the Reticulon base. The obligatory bosses appear at the end of each level, with their own form of attack.

After a couple of goes this soon becomes boring. It's alright, but there are no real surprises to keep you going back to it.

OVERALL 69%

SPACE INVADERS GAMEBOY

Space Invaders, the Grandad of all modern arcade games, appears on the Gameboy and looks exactly the same as it did when it first appeared in 1977.

Lines of invaders slowly plod their way down the screen, moving faster and faster as their ranks are blasted by your single-shot cannon. It's all very simple, but it's quite good fun - for a while. The problem is that it all looks rather simple these days, and there's very little variety in the gameplay. If you want to reminisce, do so by all means. But those more used to today's blasting games might become bored very quickly.

OVERALL 73%

SPIDERMAN GAMEBOY

The world-famous web-slinger is back in town - and angry. His wife, Mary Jane, has been kidnapped by some heavies, and he's got to rescue her! This means battling through hordes of bad guys to the head honcho of each level: Mysterio, the Green Goblin, and the Scorpion are among these.

The stages vary in their layout; the first is a horizontally-scrolling fight through an alleyway, the second a vertical trip up the side of a building. Spidey can jump, punch, kick, crouch, and swing from webs, as well as spin them to keep the enemy at a distance.

Spiderman is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.

OVERALL 85%

SUPER MARIO LAND GAMEBOY

Weather is a funny thing - ask Michael Fish. Storms, hurricanes, and heat waves occur with no real reason. Yet it's a lot worse in Sarasaland, where the clouds brought the arrival of Tatanga, a monster who has taken over the place. He even wants to marry Princess Daisy - gasp! Needless to say, Mario is none too chuffed at this prospect, and it's your job to guide him as he attempts to free the land and rescue the girlie.

If you've played any of the Mario games (and who hasn't), then this game will hold no surprises. The player guides the hero through the lands, collecting bonuses and mashing monsters as he goes. Super flowers, hearts, and coins are among the goodies to be had.

Although this brilliant game doesn't take long to finish the game, but there's loads of secret things to uncover if you do! A must-buy for platform fans everywhere.

OVERALL 90%

TEENAGE MUTANT NINJA TURTLES GAMEBOY

Those heroes in a half-shell kick butt on the Gameboy in this scrolling beat 'em up par excellence. The Shredder's on the loose once again and it's up to the green clan to go and sort him out.

The player has the four turtles at his disposal, which basically means you have four lives, and you've got to hack and slash your way through an army of baddies and confront and beat the Shredder.

Sound like fun to you? It most certainly is, with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this, so shell out before it sells out!

OVERALL 90%

TENNIS

Wimbledon! The atmosphere, the strawberries, the ticket touts. Tennis on the NES is faithfully reproduced on the Game Boy with all the options: four levels of difficulty, smash and lob, and even two players (via the Video Link).

Learning how to serve well is crucial, as is knowing when to lob or smash. It's easy to get cocky and try to stand at the net and volley, but be warned - the computer player's no pushover!

Easily the best Tennis game available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.

OVERALL 86%

TETRIS GAMEBOY

Free with the UK version of the Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into, requiring the player to fit together different-shaped blocks that fall down the screen and form lines, which disappear. If the blocks mound up and touch the top of the screen, the game ends, so as long as you keep making line you're alright. As the game progresses the blocks fall faster and faster, making life very difficult indeed!

With a two-player link-up and a huge variety of different play options, Tetris is one of the best puzzle games you're ever likely to play.

OVERALL 95%

LYNX

BLUE LIGHTNING LYNX

The Lynx's answer to Afterburner comes in the form of this 3D shoot 'em up in which you fly a high-tech fighter through nine levels of shoot 'em up action.

The plane is fully equipped with a limited number of homing missiles, which lock onto aerial or ground targets, and an unlimited supply of gunfire. Each mission has an objective - such as destroy certain installations, or blast a target - and you can land only when this has been achieved.

Enemy resistance to your attack is pretty stiff, so a large amount of dodging and weaving is the order of the day as you avoid missiles and enemy planes which try their best to shoot you down.

Blue Lightning is a stunning-looking game, with incredible 3D. However, the fact that there are only nine missions and that they're very easy to complete results in boredom after a very short time.

A good example of the Lynx's amazing capabilities, but not a good game.

OVERALL 66%

CHIP'S CHALLENGE LYNX

Puzzle your way through 144 different screens in this brain-teasing mind-boggler. It's all a case of escaping the current screen you're in by skillfully manipulating any objects present to allow Chip to reach the exit.

There are bombs, water traps, fire walls and invisible walls in the form of hazards to overcome, and also nasty bugs roving around which are just dying to get their teeth into Chip. Put all those together with a constantly decreasing time limit and you've got a game which requires you to get your brain in gear - and fast.

Puzzle game fans are bound to love this. However, those who don't like constantly being stopped by tricky puzzles might find themselves getting irritated very quickly by this tricky little teaser - give it a go if you think your brain can stand it.

OVERALL 75%

ELECTROCOP LYNX

The President's daughter has been kidnapped and is being held inside a huge complex which is infested with manic robots out to destroy any intruder. There's only one person who can save the day, and that's Electrocop, a super robo-rozzer!

The action is displayed in 2D, but Electrocop can also run "into" and "out" of the screen. The game is played over a strict time limit, and it's up to the player to work out the codes to the complex doors and find the President's daughter before the time limit expires - or he gets destroyed by a robot.

It's a very tough game indeed, but it's very rewarding and is well worth persevering with. The graphics are excellent, and there's a nice touch when you log into the complex's main computer - make sure you check out the games directory, and you'll see what we mean!

OVERALL 90%

GATES OF ZENDOCON LYNX

Gates of Zendocon is a horizontally scrolling shoot 'em up in which you have to blaze a trail through 51 different levels. There are three different power-up weapons to collect (sonic-sound, homing missile and extra firepower) and you've also got a shield which protects you for a couple of hits.

The graphics are very impressive, with lots of amazing sprites and some great effects, the gameplay is addictive and challenging (on the hard level), and there's a useful password system to let you return from where you left off.

It's a shame there aren't more power-up weapons, as this would have turned this into something rather special. As it stands it's still very good and is heartily recommended to shoot 'em up fans.

OVERALL 84%

GAUNTLET III LYNX

Guide your hero through deep, baddie infested dungeons in this enhanced version of the classic arcade game. Like the original, the game is viewed from an overhead scrolling viewpoint, and you've simply got to head to the exit to complete the screen.

However, raining on your parade is an army of disgusting baddies, ranging from blobs to ghosts and mutant frogs, which are out to knock down your health total - so blast them before they get you.

To help you along there are a huge variety of pick-up goodies, including health-giving food and a range of spells which give you things like temporary invincibility and repulsiveness.

It's a tough and challenging game, and features some great graphics and many neat little features. If you're a Lynx owner looking for something to keep you occupied for some considerable time, give this a go.

OVERALL 90%

KLAX
LYNX

Wow! Lynx Klax is an absolute replica of the original coin-op, with prefect graphics and even more perfect speech!

It's a strange sort of arcade puzzle game in which tiles of different colours roll down the screen on a conveyor belt and you've got to pick them up and drop them into a bin at the bottom of the screen in an attempt to make "klaxes" - lines of three similarly-coloured tiles, either horizontally, vertically or diagonally.

If a complete line is made, all the tiles disappear and the rest of the tiles fall downwards. If you fail to reach a set number of klaxes before the bin fills up with tiles it's game over. The game also ends if you let three tiles drop off the edge of the conveyor belt.

If you think that sounds dull, think again. The game is simple, but very, very addictive indeed. It's got a variety of starting options, and there's much to discover - it's possible to score 260,000 on one drop (but we're not telling you how)!

Highly recommended - it's the best Lynx game yet!

OVERALL 93%

MS PACMAN
LYNX

PacMan's trouble and strife hits the Lynx in this simple, but addictive maze game which hit big in the arcades nearly eight years ago.

Each single screen is a maze filled with dots, and you've got to eat all the dots before the four ghosts hunt you down and destroy you. Eeek! But fear not, for there are four power pills lurking in the maze which when eaten make the ghosts go all blue for a limited period of time and you can eat them for bonus points.

Even though it's quite small on-screen, Ms PacMan is perfectly formed, and has all the thrills and spills of the original. The lack of variety is a bit of a bugbear, but if you're after a bit of nostalgia, this is well worth looking up. It won't keep you occupied for weeks, but it offers a fun and non-violent challenge which will appeal to anyone.

OVERALL 79%

ROADBLASTERS
LYNX

Burn up the freeways of the future and blast anything that gets in your way in this 3D coin-op conversion.

The mission you're on requires you to travel down 50 different hazard-packed roads. Sounds easy, but there are two things to worry about - fuel and other road users. Fuel constantly ticks down, and unless you reach the checkpoint at the halfway mark, your car conks out and it's game over. This is fairly easy if you don't crash, but the multitude of other road users make life difficult, and if you do crash, fuel is wasted, making it tricky to reach that marker. So make sure you dodge or destroy them with your bonnet-mounted machine guns.

Roadblasters is a challenging game and is technically superb, with stunning graphics and great speech. But the small screen makes it very difficult to actually see other cars approaching, and as a consequence it does get frustrating. It's fun, but the high frustration levels forces us to recommend that you try before you buy.

OVERALL 76%

SLIME WORLD
LYNX

Slime World is a superb exploration game which looks bland initially, but once you get into the action it grabs you and it's difficult to stop playing.

The player takes the role of a rather cute little character whose job it is to enter the six levels of the multidirectionally scrolling Slime Worlds and clear it of all the baddies. It's an aptly-named place, with slime dripping from the ceiling, lying in pools on the floor and being spat from the mouths of the rather revolting inhabitants.

If the hero gets particularly badly slimed, just walk him over to a pool of water so he can wash himself. If you don't and he gets over-slimed he dies.

With a variety of pick-up weapons, a huge environment to explore and some great puzzles to solve, Slime World is a thoroughly enjoyable and highly original game with plenty of long-lasting appeal. Check it out.

OVERALL 90%

XENOPHOBE
LYNX

Xenophobe, the three-player coin-op never really made it big in the arcades, mostly due to its confusing and rather bland gameplay. But on the Lynx it's been single-playerified and tweaked to turn it into a fun little game.

The idea is to enter a number of space stations and destroy the aliens who've invaded it. The screen scrolls horizontally as you work your way around each level, and much gun-toting and dodging is required if you're to do your job.

The graphics and sound are both excellent, and the gameplay is challenging and addictive. Not an essential purchase by any means, but nevertheless a fun game which offers plenty of entertainment.

OVERALL 79%

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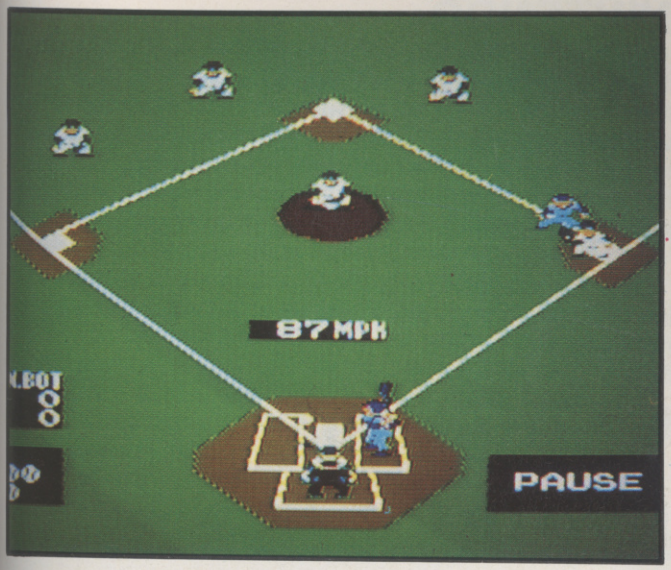
NINTENDO GUIDE

AIRWOLF
NINTENDO

Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing enemy helicopters and jet fighters before they trash yours.

There's not a great deal to this game, but the graphics and sound are pretty competent and the gameplay, though not particularly original, should prove enjoyable if you were a fan of the excitingly destructive TV show. If you're just in the market for a shoot 'em up, though, Life Force is still tops.

OVERALL 75%

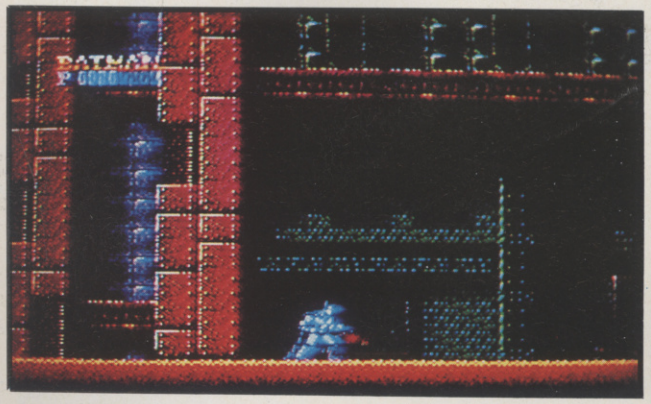


BASEBALL
NINTENDO

One of the most popular sports of the United States hits the NES! The aim is pretty simple. Two teams are competing for the most runs and take turns at clobbering the ball as far as they can (and maybe even getting a home run) and running around four bases or alternatively, fielding (and hopefully catching some of the opposition's balls).

All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. Also the graphics are rather murky and don't really capture the atmosphere of a real baseball match. Baseball isn't bad, but could've been a lot better.

OVERALL 60%



BALLOON FIGHT
NINTENDO

The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons. When this happens they fall down the screen and disappear into the water whereupon they're eaten by a hungry fish. Sounds pretty simple, huh? Well, you're wrong! There are a pair of balloons attached to your posterior and you must make sure that no cunning enemy descends on you and gives you a prickly grope, thus sending you to your doom!

Balloon Fight isn't bad at all especially in two-player mode, but even the inclusion of a bonus screen doesn't stop the action getting a bit dull after a few games. This is a shame really considering that the graphics are quite jolly with a nice cute style.

OVERALL 74%

BATMAN
NINTENDO

The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is superhero enough to stop him - the Batman. He has to stalk five platform-filled areas of Gotham, eliminating 15 types of baddie and five bosses in his search for the ultimate grinning evil.

This is one of the new breed of Nintendo carts which features a graphics booster chip and it makes itself evident in the superb sprites and sombre-looking backdrops very reminiscent of the movie. There are 20 levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back time and time again. A first class cart that deserves to be in any Nintendo owner's collection.

OVERALL 92%

BIONIC COMMANDO
NINTENDO

Super Joe Crack, the star of Commando (Capcom's arcade hit of yesteryear) has been captured behind enemy lines, and only the Bionic Commando can save him! The digital mayhem is displayed via an eight way scrolling landscape - mainly consisting of some very nice scenery and platforms. There's loads of enemy troops on the look-out for marauding commandos - and all of them are crack shots with their zap guns. Add to that the inhospitable territory and the sheer vastness of the enemy's bases and installations, and the chance of success are not very good at all.

Additions have been made to the coin-op's gameplay that turn Nintendo Bionic Commando into an arcade adventure, rather than a simple blast, which isn't quite as much fun as the original. However, there's a lot of action to get through, and it's pretty tough right from the start so skilled players after a real challenge should certainly get their money's worth.

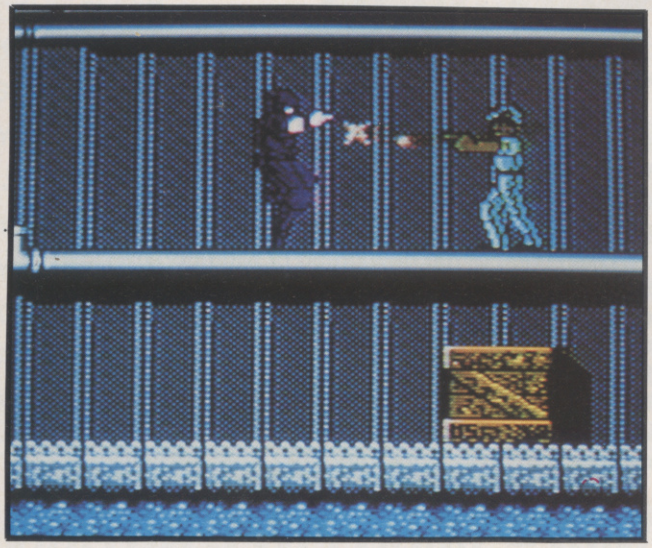
OVERALL 81%

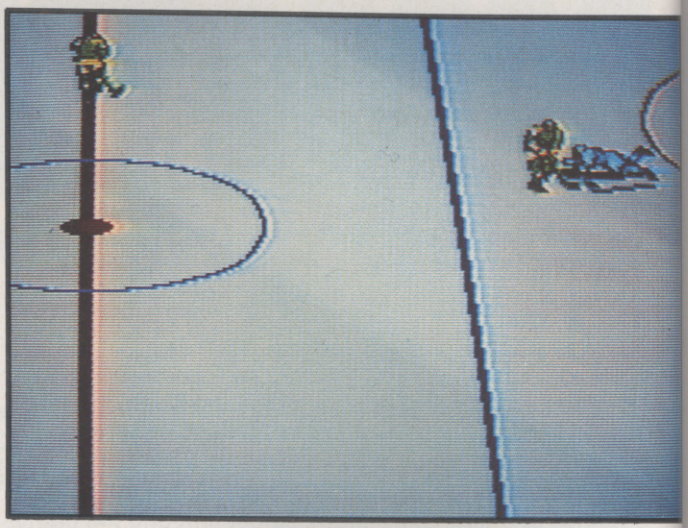
BLACK MANTA
NINTENDO

A mysterious bunch of criminals maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the black Ninja garb of your alter ego, Black Manta, and rescue them. Manta has a variety of ninjitsu moves at his command, and he's armed with shuriken which are just the thing for seeing off any gun-toting criminals.

The story is told very well in smart intermission screens, but unfortunately the actual game graphics aren't up to scratch and the sprites and animation are particularly duff. That's a shame because the gameplay is varied and pretty good fun too.

OVERALL 80%





BLADES OF STEEL
NINTENDO

In spite of the title, this isn't an epic RPG, but an unusual simulation of Ice Hockey. It's unusual insofar as it leaves nothing out, not even the in-rink punch-ups which are so common in the real sport! There are three, ten-minute rounds of plant-the-puck-in-the-opposition's-net action, but this is interrupted when fights break out and you have to control one of your team in a mini-beat 'em up!

Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. An excellent sports game which even hockey non-fans will appreciate.

OVERALL 85%

BUBBLE BOBBLE
NINTENDO

Bub and Bob have been transformed into bubble-blowing dinosaurs and to get back to human form they have to hunt down evil conjurer, Baron von Blubba, who is at the far end of 100 screens of platforms and cute monsters! Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points!

It looks cute and cuddly, but by stage 20 things get very tough indeed, though fortunately there's a password system to let softy cheats go back to later levels. With one player, this is terrific, but with two people playing Bub and Bob, this game is unbeatable fun. The graphics are superb (although they get a bit flickery when there are loads of bubbles floating around) and the soundtracks are really catchy. A thoroughly addictive coin-op conversion.

OVERALL 89%

CASTLEVANIA
NINTENDO

Simon Belmont is on the trail of monsters, but more specifically, vampires, or even more specifically, the top vamp they call Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon has to explore, punishing any undead, supernatural types he comes across with his trusty whip.

Though the graphics and sound aren't particularly stunning compared with more recent releases, the walk-'n'-whip action is quite absorbing, especially when you have to start looking for the hidden bonus items. Simon's Quest is the sequel, and is more adventurey in its gameplay, making that a rather more interesting game.

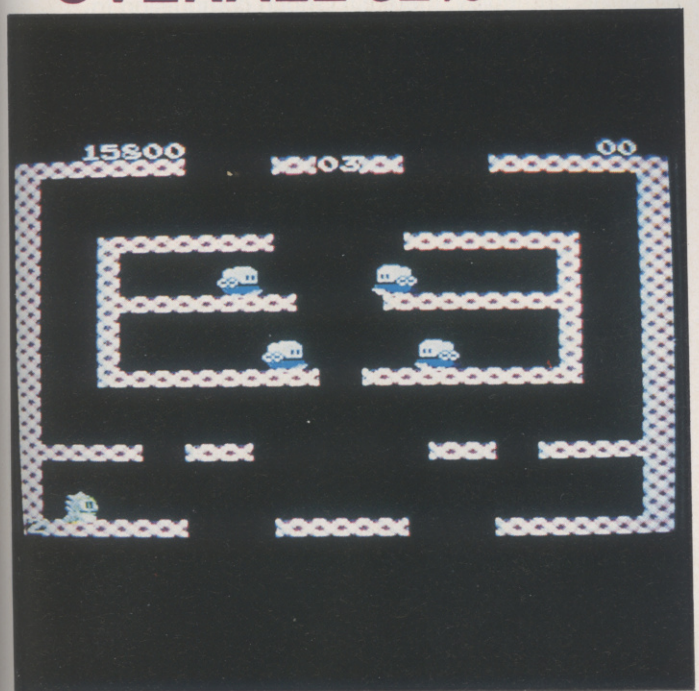
OVERALL 80%

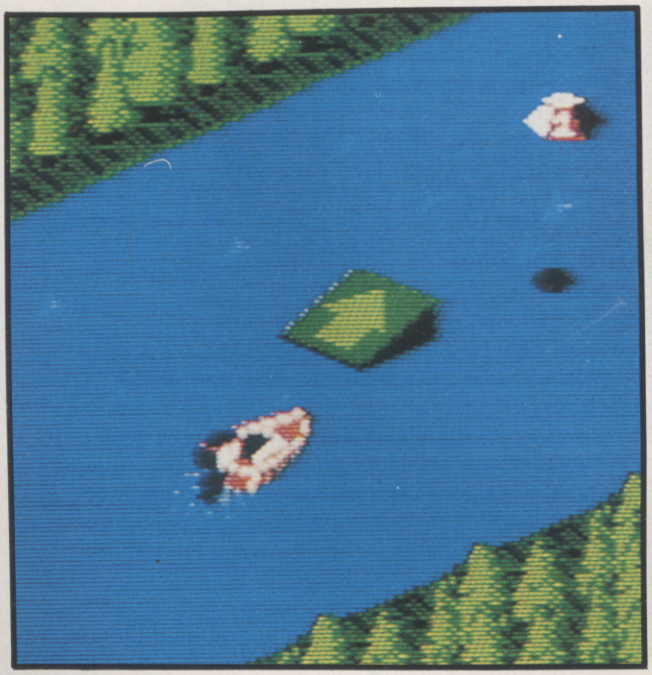
CLU-CLU LAND
NINTENDO

One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. Once the whole thing has been revealed it's on to the next level, where a different picture awaits discovery. Enemy sprites are out in force to stop the fish-like art-lover so beware!

The simplistic fun offered by Clu-Clu land will keep you occupied for quite a while, but neither the graphics or the sound are particularly amazing and once you've got used to the simplistic game concept, there isn't really that much that'll bring you back to the NES for more.

OVERALL 62%





COBRA TRIANGLE
NINTENDO

Take the wheel of your Cobra-class speedboat and race your way through 25 stages of isometric 3D scrolling fun. Taking place on a twisty river, it's your job to complete each challenge the game throws at you (there's a different one for each stage) collecting power-ups and extras on the way. These give you the likes of turbos, extra speed and improved fire-power.

Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Your speedboat is a joy to control and handles well with realistic inertia. The gameplay itself is varied and very addictive and with a different challenge for each level, there's tons to keep you going. Another classic from Rare that simply deserves to end up in your collection.

OVERALL 94%

DONKEY KONG
NINTENDO

Poor old Mario. A huge gorilla has appeared on the scene and made off with his girlfriend! Being the heroic plumber that he is, Mario decides to rescue his sweetheart by climbing four screens of platforms dodging the barrels that Kong throws at him by performing a rather impressive jump. But watch out! Barrels of oil produce fireballs which mercilessly home in our hero!

Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag. It isn't a completely awful game, it's just there's not enough in it to sustain interest.

OVERALL 45%

DONKEY KONG JUNIOR

NINTENDO

What a stinker! After Mario's heroic escapades in Donkey Kong, he's gone and ruthlessly imprisoned the over-sized gorilla! Boo! Oh well, not to worry, because Donkey Kong's pint-sized son has sworn a vow of vengeance against Mario and has decided to bust his old dad out of clink. Across four screens of jungle-based platform action, Junior has to climb vines and avoid nasties in pursuit of his father's freedom.

Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. It's just that the arcade original is so old that it makes you wonder why Nintendo bothered to convert it! Four screens' worth of action just isn't enough to give the player value for money.

OVERALL 46%

DOUBLE DRAGON

NINTENDO

Oh no! Your girlfriend has been kidnapped by a mean and nasty criminal organisation! It's time to call in your old mate and reform the old Double Dragon partnership and take on the might of the organisation. A number of moves are available to our violence-crazed chums including punches, kicks and other moves especially designed to inflict maximum pain followed by death.

Graphically speaking, The Nintendo version of Double Dragon isn't bad, although the sprites are a tad on the small side. The backgrounds aren't totally inspiring either. In all, it has to be said that the NES version of Double Dragon isn't bad, but the sequel is a better purchase.

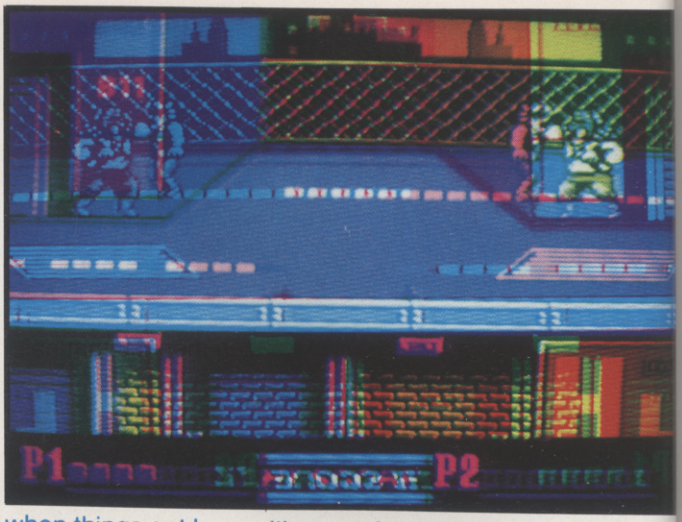
OVERALL 75%

DOUBLE DRAGON II

NINTENDO

Your girlfriend has just been mercilessly gunned down by a gang of villains. There's only one thing to do - call your friend and go and avenge her death. This sequel to the Tecnos coin-op includes all the features of the original Double Dragon - the heroes can punch, jump, do spin kicks and even get their enemies in a strangle-hold - but the landscape and the character sprites are far bigger and more detailed, and there is a much wider variety of baddies to bash.

Although Double Dragon II looks a bit rough around the edges - the scrolling is jerky and the sprites flicker



when things get busy - it's great fun to play. The multitude of baddies to bash and the sheer variety of backdrops and weapons make this one stand head and shoulders above most Nintendo beat 'em ups. The game is at its most enjoyable when two people are playing as a team but even with a single player, Double Dragon is a highly entertaining game. Unless you have the first game in the series (which is very similar) you'd do well to check this out.

OVERALL 84%

DUCK HUNT

NINTENDO

There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be shot with the Nintendo equivalent of the .44 Magnum. And erm... That's about it!

The graphics are quite cute, but simply blasting cute little ducks with your photon firearm won't really keep you at the Nintendo for long. Once you've got over the simplistic gameplay, there isn't much compulsion to come back for more.

OVERALL 57%

EXCITEBIKE

NINTENDO

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! There are loads of courses in this game, and you'll have to learn them all if you want to stand a chance of outpacing the computer riders, and setting a record time to boot.

The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's sprites are noticeably wobbly and the sound isn't too realistic either. However, these inadequacies only serve to make the whole game more of a laugh, and the challenge doesn't wear off for ages, either. Well worth a try.

OVERALL 84%

FESTER'S QUEST

NINTENDO

Remember The Addams Family? You know, the zany American sit-com about a bunch of horror movie rejects? Well, this NES cart attempts to emulate the madcap capers of the slap-headed Uncle Fester, in a one-man campaign to stamp out an alien menace that has suddenly landed in his back garden.

What this generally entails is an eight-way scroll-around, blasting anything alien that gets in Fester's way with a variety of completely unimpressive weaponry. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addam's Family tune. The gameplay though, verges on the tedious after only a few minutes play and although there's a lot to explore the limited nature of the game means that Fester's Quest will soon be relegated to the shelves - where it belongs.

OVERALL 58%

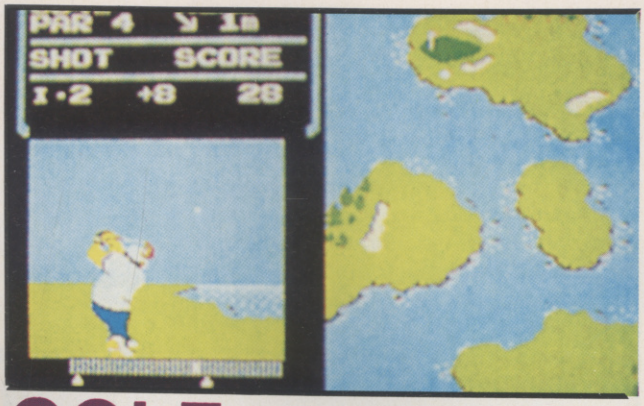
GHOSTS 'N' GOBLINS

NINTENDO

Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! Pausing only to don his shiny armour and pick up his magical javelins, Arthur begins a quest that'll take him through seven levels of horizontally scrolling excitement, using a variety of weapons to blat the minions of Satan. At the end of each level, a guardian has to be annihilated before a key is released that'll send Arthur into the next level.

Nintendo Ghosts 'N' Goblins manages to retain all of the features of the monster coin-op, but unfortunately the conversion fails for a number of reasons. Firstly the graphics and sonics are vastly inferior to the coin-op original. Secondly, the thing's too flippin' hard! This is mainly due to dodgy response and the fact that the undead seem to arise too quickly, pulverising Arthur before he's had the chance to react! It's this type of frustration that really seals this game's doom. Leave this well alone.

OVERALL 55%



GOLF

NINTENDO

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to get as close to the green as possible, then it's out with the putter to finish off the hole by putting the ball into the hole. Very clever players (make that very lucky players) may be able to get a hole in one!

Graphically, Golf isn't exactly spectacular - the visuals are more functional than decorative, and the same can be said for the sound. However, it's the playability that's important and this cart offers a pretty mean game of golf - some of the holes are very difficult. If you're a NES owning golfing fanatic, you could do a lot worse than checking out this offering.

OVERALL 76%

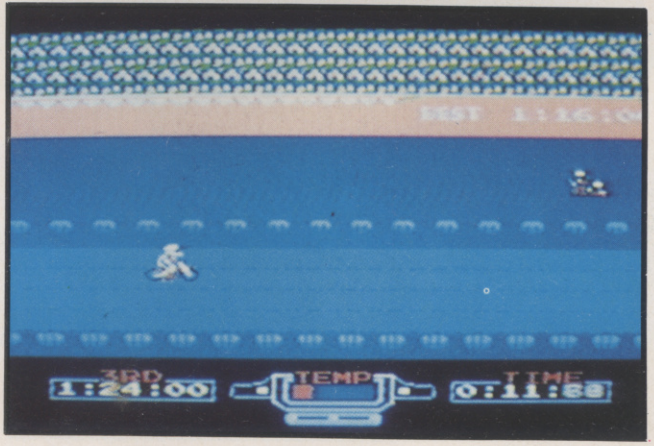
GRADIUS

NINTENDO

Better known as Nemesis, this horizontally scrolling shoot 'em up enables would-be NES blasters to take their Warp Rattler fighter up against the might of an alien empire. Along the way, pilots can upgrade their ship's capabilities with the aid of power-up pods, the likes of which include speed-ups, shields and extra missiles. All five levels of the coin-op have been included, along with a variety of secret bonuses and warps.

Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. Needless to say, if you're an NES laser-death fanatic, then seek out Gradius immediately!

OVERALL 90%



GUMSHOE

NINTENDO

Play a private eye (complete with trilby and trench-coat) in this platformy crime buster. Gumshoe has to cross numerous levels (which at times look not unlike those in Super Mario Brothers) to track down the villain of the piece, but of course the way is blocked by zillions of criminal cuties out to get our hero.

This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but when it comes down to it, it's not the most addictive game in the world. If you're keen to exercise your light pistol skills, though, this is a good game to try.

OVERALL 68%

GUNSMOKE

NINTENDO

There's some no-good outlaws in town, and you bein' the sheriff an' all, it's up to you to put 'em behind bars. As you march up the screen all sorts of mean hombres dive out of their hideouts and take pot-shots at you, so draw your six guns and fill 'em full o' lead before they send you to Boot Hill. Shoot barrels and you'll be awarded either extra ammo, some pretty fancy shootin' irons, speedy boots or even a super-speedy horse!

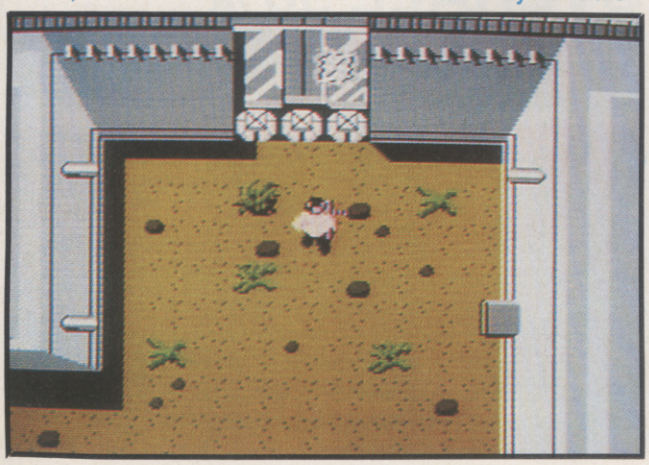
Although cowboy games are unusual, the coin-op version of this shoot 'em up was a bit too mediocre to ever really be a major hit. However, compared to many Nintendo blasts, this one is actually pretty good, with a fair bit of shooting action to keep you going, and decent graphics and sound to boost the enjoyability that bit further. Must be seen, especially if you're after a change from the usual spaceships fare.

OVERALL 79%

HOGAN'S ALLEY

NINTENDO

Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Just shoot them as fast and as accurately as possible to score points, but be careful not to hit the innocent bystanders.



Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after ten minutes' play. However, it does have the novelty of being a Zapper gun game on its side, so you'll probably find yourself returning to it for a quick shoot-out when you can't be bothered to play anything else.

OVERALL 60%

ICE CLIMBER

NINTENDO

Ice Climber is a pretty basic game, the object being to control your eskimo to the top of each vertically scrolling level. Unfortunately things are complicated by the arrival of arctic enemy sprites, whose express purpose in life is to make you fall off the bottom of the screen, whereupon you'll meet with a hideous form of life-losing doom.

Ice Climber was one of the very first Nintendo games released - and it shows. The gameplay is laughably simplistic and although entertaining for a while (especially in two-player mode), the lack of variety subdues any addictive qualities the game may possess.

OVERALL 58%

IKARIWARRIORS

NINTENDO

Paul and Vince are two soldiers with a mission. Armed with just their machine guns and a stash of grenades, their job is to go behind enemy lines and blast anything and everything in their ceaseless pursuit to bring the light of justice to all things evil. The vertically scrolling shoot 'em up action caters for two players (just like the SNK coin-op) and all the features of the coin-op (like jumping into tanks and blasting away) have been included.

It's a pity really, because this Nintendo conversion fails in one or two key aspects. Firstly, the graphics aren't quite up to scratch, featuring poor scrolling and ill-defined sprites. The sound isn't much better either, with a weedy attempt at the coin-op's tunes and effects. The playability isn't quite as robust as the arcade original either. The pace is far too slow and the controls are unresponsive. Even if the coin-op had you wetting your pants with uncontrollable excitement, avoid this tepid conversion.

OVERALL 48%

KID ICARUS

NINTENDO

It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings.

It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.

OVERALL 68%

KUNG-FU

NINTENDO

This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There's plenty of chop-socky fun to be savoured in this conversion as our hero, Thomas, strides along a horizontally scrolling corridor using his kung-fu skills to despatch any unlucky enemies that stand between him and rescuing his girlfriend.

There are four levels of baddie-bashing included in this Nintendo translation and although this may not sound like much, be warned! The gameplay's incredibly difficult in places, but not impossible and the package as a whole is quite addictive. Kung-Fu suffers slightly from a lack of moves and variety, but beat 'em fanatics should take a peek.

OVERALL 78%

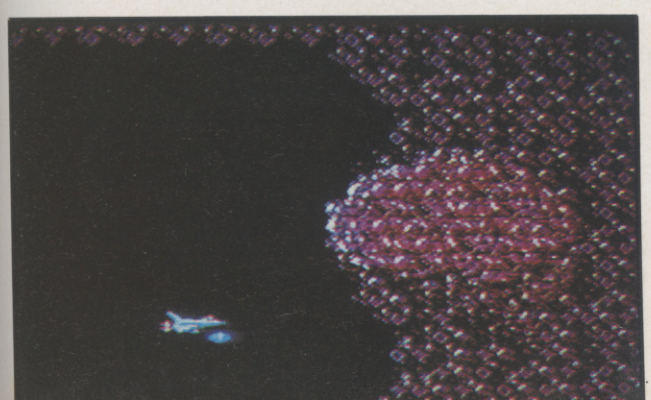
LIFE FORCE

NINTENDO

UK arcade players will recognise this as a conversion of the Konami shoot 'em up, Salamander, which was the sequel to Nemesis (or Gradius as it was called on the Nintendo). In many respects (extra weapons and basic format), this is similar to Gradius, but it alternates the sideways-scrolling levels with upwards-scrolling ones, and you can double your firepower by getting two players going on screen simultaneously.

It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. That's probably down to the fact that two players can set the landscape alight with a superb array of powerful weapons, creating more destruction than ever before on the NES. Any blast fan would have to be off his rocker to miss out on this.

OVERALL 92%



LEGEND OF ZELDA

NINTENDO

Nasty old Ganon has pilfered all the bits of the magic Tri-Force throwing the land of Hyrule into chaos. Luckily, brave Link has volunteered to track down Ganon's secret palaces and retrieve the stolen magical goodies. The realm's roads are riddled with Ganon's rude ruffians, but Link's a resourceful chap and if he looks hard enough he's bound to find some magical weapons and friendly citizens to help him out.

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. Of course, there's a smattering of brainwork involved (working out how to kill certain monsters or where to find the object which opens up secret doors for example), but for the most part, success is down to Gauntlet-style arcade skills. Another innovation was the battery in the cartridge, which lets you save positions - very handy with such a vast game. This game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look.

OVERALL 86%

MACH RIDER

NINTENDO

Don't sit around the house all day! Polish up your helmet, climb on your bike and get out on the open road where there's destruction to be done! That was the general idea in this early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way.

The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are badly defined and garish, and the gameplay is equally lousy, simply because it's so dull. A few minutes on the road is all it takes before you're hoping a turnoff will appear which leads to the relative excitement of Milton Keynes. Not recommended.

OVERALL 36%

MARIO BROTHERS

NINTENDO

The first game in the Mario series puts Mario and Luigi in a factory where they are trying to do an honest day's work like the honest plumbers they are. Unfortunately, they're being constantly harassed by an assortment of pesky creatures who keep crawling out of the plumbing and onto the platforms were the boys are working. To rid themselves of the turtles, crabs, flies and snowmen Mario and Luigi (this is a one or two player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. As time progresses, the beasties become more numerous, faster and tougher to topple!

It's a very simple game, and though the graphics are nice, there's not much variety at all, so if you're playing in single player mode the meatier thrills only really come on the later levels when everything gets really frantic. However, in two player mode this is loads of fun, because you can choose to play as a team or compete ruthlessly (using your co-player's head as a trampoline every once in a while).

OVERALL 83%

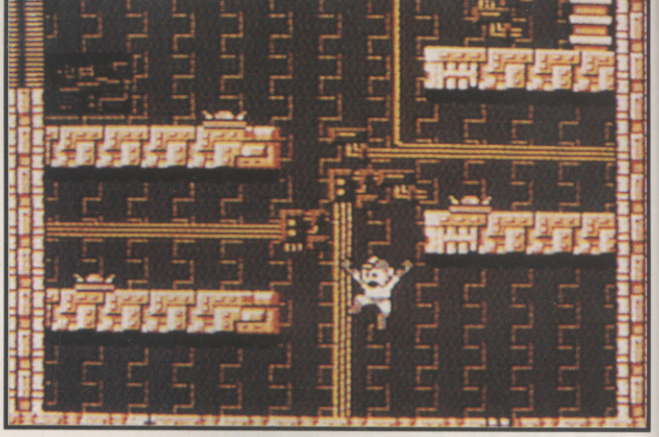
MEGAMAN

NINTENDO

The evil Dr Wily has created six terrifying robots with which he plans to conquer the world! Enter Dr Light with his own creation - Mega Man! This strutting superwarrior can run, jump, and blast those meanies with his Mega-Cannon! It's down to this new robotic hero to go through six levels of incredibly addictive scrolling platform action. Each level is guarded by a terrifying robotic end-of-level boss.

Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES with a great variety of sprites and backdrops. Although the sequel is superior, Mega Man still ranks as a great game that more than deserves a place in your NES collection.

OVERALL 92%



METAL GEAR

NINTENDO

Become a hard-fighting soldier on a mission to demolish the enemy's military supercomputer which is coming up with better strategies than your own commanders. Unfortunately, the game starts with you miles away from it, on the other side of a vast army base, so you just have to shoot your way through zillions of enemy troops, while ducking into supply rooms to restock your energy and ammunition levels.

Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.

OVERALL 52%

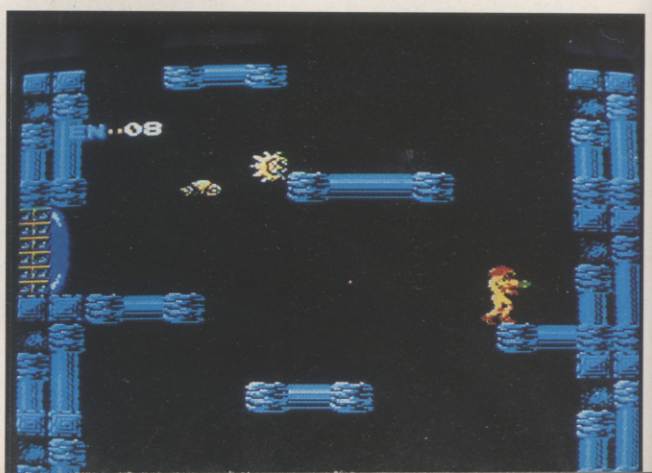
METROID

NINTENDO

That villain of the Captain N TV show, Mother Brain, has holed up on the planet Metroid where she's plotting the destruction of the universe (or something). You take control of a robotic soldier, who has to infiltrate her platform-packed base, blast away at the aliens inside, pick up some extra equipment and solve a lot of testing puzzles on the way to the Mother Brain's nerve centre.

It may sound like nothing out of the ordinary, but Metroid is in fact a very cleverly put-together game, with lots of unusual features to keep things interesting and smart graphics too. Be warned, though - it isn't an easy game by any standard, but there's a useful password system which lets you start the game where you left off, with the same equipment. Definitely one of the best arcade adventures on the NES. Try it and see.

OVERALL 80%



MIKE TYSON'S PUNCH-OUT!!!

NINTENDO

Get in that boxing ring and lay into ten of the meanest and baddest maulers ever in the history of video boxing, including a digital version of "Iron" Mike Tyson himself! Each of the boxers has their own special set of strategies and special moves - and in this game they'll do anything to win!

The action is displayed in behind-the-boxer 3D and features some of the most impressive sprites yet seen on a Nintendo game. Couple the game's good looks with the dynamic playability and it all adds up to what remains the greatest boxing game yet seen on any home system. Needless to say, make sure you add this cart to your collection.

OVERALL 94%

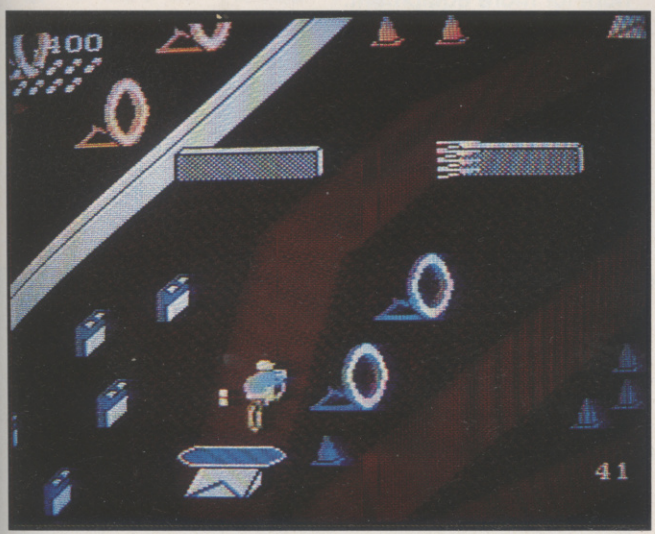
PAPERBOY

NINTENDO

Take on the mantle of the Paperboy and ride the early morning streets on your BMX dishing out the Daily Sun to all your subscribers. The action is displayed in forced isometric 3D as the Paperboy rides along the street avoiding the likes of maniac unicyclists, break dancers, robbers and rampaging rabid dogs! But what these evil swine don't realise is that the Daily Sun newspaper has special anesthetic powers and one well aimed shot stops anything in its path. After the day's paper-throwing antics, it's off to the BMX course for a few well earned bonus points.

Unfortunately, NES Paperboy ranks as one the worst Nintendo coin-op conversions available. The sprites are simply laughable - grotesque colour schemes and blockiness are the order of the day here and the sound isn't much better. The playability is annihilated by a completely unresponsive bike and pathetic collision detection. Avoid.

OVERALL 43%



PINBALL

NINTENDO

This imaginative title is perfectly suited to an equally imaginative game of pinball. Shoot your ball bearing into play then spang it off bumpers and drop targets to earn stacks of points, keeping it in play with the flippers at the foot of the "table". No surprises there, eh?

This is a real Nintendo oldie, and since it was released the standards of computer pinball simulations have risen immeasurably, and out soon is Rare's stunning NES conversion of Williams' Pinbot table. However if you really can't wait for a pinball game, this one isn't too bad. All the table features seem to work, the ball movement is realistic (strange gravitational fields are often a problem in computer pinball games) and the sound effects are fine. Don't expect it to impress your friends, nor to keep you occupied for hours on end, though.

OVERALL 65%

POPEYE

NINTENDO

This NES game is a conversion of the Popeye coin-op that appeared in arcades during the early eighties. The gameplay is remarkably simple. In order to prove his undying love for Olive Oyl, our spinach-guzzling sailor has to run around a platform screen picking up hearts that Olive is chucking down the screen. But watch out! The evil Bluto and the similarly twisted Sea Hag are doing everything in their power to make Popeye's life that bit harder.

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.

OVERALL 67%

PRO WRESTLING

NINTENDO

Put on those laughable multi-coloured trunks and those mean, black stomping boots and enter the wrestling ring in this NES conversion of America's favourite grappling sport. There's a variety of huge, hulking wrestlers to overcome and a choice selection of the most common wrestling moves to do the job with.

Unfortunately, Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for the new Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.

OVERALL 45%

RAD RACER

NINTENDO

Real 3-dimensional driving thrills, without the need for expensive electronic specs! That's just one of the features offered by this splendid road-racing game. The 3D is provided by those extremely low-tech cardboard spectacles with the red and blue "lenses", but the effect is passable. However, for long-term play you're best off switching to 2D mode. The game has eight lengthy tracks to test your driving skills and plenty of hard-driving opponents keen to burn you off on the straights.

This is a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.

OVERALL 80%

RC PRO-AM

NINTENDO

Yet another Nintendo classic from Rare (those chaps who used to release unbelievable Speccy games in the early eighties)! This effort transports the player to a series of 3D forced perspective tracks where you can drive either a Jeep, truck or even a souped-up dune buggy! During the race you can fire off bombs (get rid of opposing players behind you) or missiles (does the same job for racers in front of you). There's also plenty of pick-ups in the form of extra speed and ammunition for your weapons systems.

The combination of Rare's amazing programming talents with a red-hot game design makes RC Pro-AM one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time. RC Pro-Am ranks as one of the best racing games available for the Nintendo. Go for it!

OVERALL 90%

ROAD BLASTERS

NINTENDO

Taking a trip to Sunset Strip is no picnic in this game. There are 50 roadways to be covered, and they're all piled high with mines, toxic waste, and gun emplacements, and then there are the psycho cars and motorbikes which are also out to get you. To reach each checkpoint you'll need to blast any opposition off the road, either with your bonnet-mounted cannon or one of the special weapons which drop out of passing jets. You'll need to pick up fuel globes along the way too, because if you run out of gas it's GAME OVER.

If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get to the end after only a few games. Once completed, Road Blasters doesn't have much to attract you back for more.

OVERALL 48%

ROBOCOP

NINTENDO

Robocop is set in the future, and the city of Detroit is caught in the grip of a crime wave the likes of which have never been seen before. The game is essentially a multi-level horizontally scrolling platform affair, with additional weapons and energy refills - and loads of bad guys to blast into oblivion! Every so often, you need to get your targeting system recalibrated, so it's off to the firing range, to test your skills on some poor, defenceless cardboard cutouts.

Unfortunately, Robocop is an incredible disappointment. Not only are the graphics very flickery and dull - Robocop's animation is truly awful and the backgrounds are very drab indeed - but the sound is also dire, the controls are sluggish and the gameplay is very repetitive. Had there been more variety, Robocop might have been fun, but as it stands it quickly gets boring. Considering the all-action movie, a lot more should have been made of this.

OVERALL 60%

ROBO WARRIOR

NINTENDO

Harry the robot commando has been dumped on the surface of a distant planet with the express order to get rid of the nasty aliens that live there. His progress is hampered by dense forests (which he has to demolish with time bombs), rivers (which he has to wade through in protective boots) and dark regions (which require illumination with high-tech candles). All these essential resources are limited, though and Harry has to constantly hunt for more equipment.

Unfortunately, this hunting for equipment business is a constant distraction which gets to be a bit of a pain in the botty because it makes any progress very slow. The game's most interesting feature is the hunting around for secret rooms, but even that gets a bit tiresome when there's so little variation between sectors.

OVERALL 59%

RUSH 'N' ATTACK

NINTENDO

Otherwise known (in British arcades) as Green Beret, this beat 'em up sends you, a rough soldier-type who is all man, on a mission to rescue some MIAs from behind enemy lines. Infiltrate hostile army camps, docks and airbases and cross minefields with only your trusty knife to protect you from oncoming trigger-happy troops. If you knife the right guys, though, you can bump up your own blastability with a bazooka or flame thrower.

Though this is a fairly simplistic beat 'em up, its senseless violence makes it quite a compulsive game to play, and in that respect it's accurate to its coin-op parent. The graphics and sound are adequate rather than outstanding, but they do the job, and help make this a bloody enjoyable rough-house romp.

OVERALL 83%

RYGAR

NINTENDO

A conversion of an old combat coin-op, this game puts you in the buckskin boots of hunky Mr Rygar the Barbarian. He's off on a quest to do over some nasty wizard who's cast a blight over the land and increased everybody's Poll Tax by unpayable amounts. Not only that, he's let all sorts of nasty demons out of the Underworld and they're causing much havoc and dismay all over the shop. Armed with whatever weapons he can pick up along the way, Rygar has to do away with all these fiendish creatures on the road to the wizard's gaff.

The arcade game was a bit of a non-event, really, being lost in the crowd of barbarian games. On the NES, though, it doesn't have such stiff competition, and it fairs quite well against the likes of Trojan. The graphics are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.

OVERALL 70%

SECTION Z

NINTENDO

If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. There are plenty of deep-space aliens to destroy as you scroll through the many levels of interplanetary void, and a fair few extra weapons to pick up too.

Unfortunately the game is severely lacking in excitement just because it's so repetitive, and there is hardly any opportunity to get down to some serious blasting because even the extra weapons are a bit weedy. To make matters worse, the action is slow and frustrating in the extreme so a few minutes play is all it takes to turn a mild-mannered, clean-cut player into a swearing violent lunatic. Save your sanity, and your money.

OVERALL 46%

720 DEGREES

NINTENDO

This is a conversion of the old Atari coin-op, which puts you in the expensive trainers of a skateboarding fellah who is spending his holidays surfing around the city's sidewalks and skate parks. To progress through the games he has a limited amount of time to compete in four skateboarding competitions. If he does well, he wins medals and cash to buy better pads, boards, shoes and helmets, because the better your gear, the better your on-screen persona performs. Don't spend too long messing about on the roads, though, because if all four events aren't completed within a time limit, a swarm of deadly bees starts chasing you around town until you do!

Mindscape (who produced the tragic Paperboy and Road Blasters conversions) are also responsible for this game, but unlike the others, this is a top quality translation of the coin-op. Decent graphics and ace gameplay make this a quality cart which lovers of the original or of skateboarding in general would do well to get hold of.

OVERALL 84%

SILENT SERVICE

NINTENDO

Take on the Arran sweater of a WWII US submarine captain, on a mission to track down convoys in the Pacific and sink them while avoiding the destroyers that guard them. This being a full simulation, it includes periscope, bridge, map and sonar views of the hunt and the game options allow you to practice sub-driving or go straight into the war zone for night attacks, surface raids, and cat-and-mouse actions with the depth charge carrying destroyers.

This sort of game isn't the usual NES fare, but it should only take a couple of games for the average Nintendo player to get well into the action, and the excitement and tension of the chase is quite addictive. The multitude of difficulty options gives the game plenty of lasting appeal and help hold your interest. Maybe die-hard shoot 'em up fans wouldn't get off on it, but if you're after something a little different, Silent Service is well worth looking at.

OVERALL 87%

SIMON'S QUEST

NINTENDO

This sequel to Castlevania stars that same whip-wielding warrior, Simon Belmont, on the trail of that same undead blood-sucker, Dracula. Once again, Drac is threatening to turn the world's population into zombified slaves and his supernatural minions are causing terror and anaemia among the populace. Simon and his whip are off again to thrash the evil ghoul, but this time they can call on the help of local civilians, who might be able to provide some clues to his whereabouts, or even some magic goodies which will prove useful along the way.

On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.

OVERALL 85%

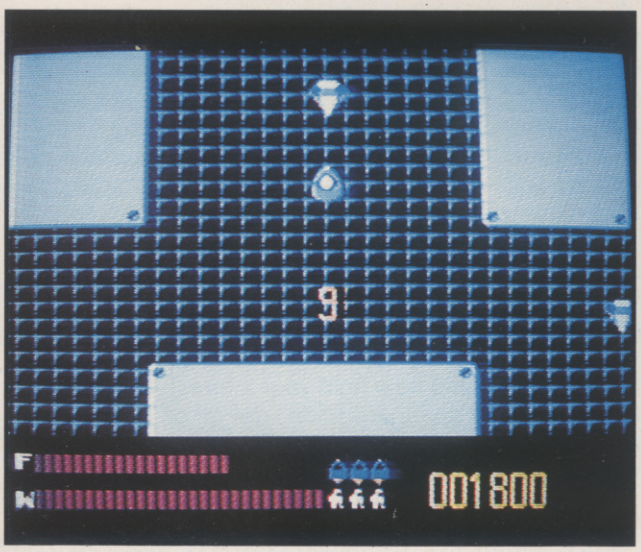
SKATE OR DIE

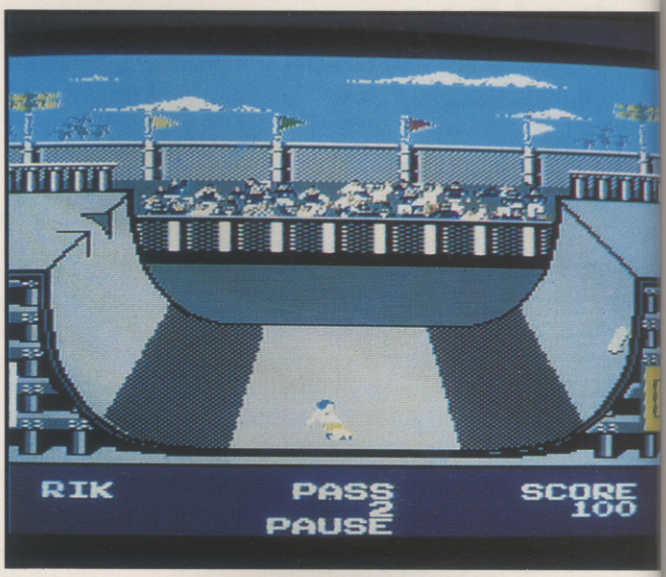
NINTENDO

Prove your skateboarding abilities to the owner of the Flesh 'n' Asphalt Skateboard Shoppe, Rodney Recloose who, along with his mates, rules the rolling roost round these parts. Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players.

Once you've got over the hurdle of the tricky control method, Skate or Die has plenty of skateboarding laffs 'n' frolics on offer. The sprites are great, with plenty of neat touches - just watch your man get chopped into little pieces when he skates into a chain-link fence, for example. The events are pretty varied and all apart from the high jump (which requires heavy-duty button-bashing to succeed) are fun to play. Check it out if you're into skateboarding.

OVERALL 82%





SOCCER

NINTENDO

This is one of the earlier Nintendo games, and so it's not one of the most technically outstanding carts. However, you don't really need super-fancy hardware to make a decent football game, and Nintendo Soccer is the proof. There are a variety of teams to play against and you can set them to play at one of five skill levels, or if you don't fancy that you can play against another person.

Beyond that there's not much to tell - it's just a standard game of football with throw-ins and corners (but no fouls). The action is a little slow, and the graphics are only adequate but it plays quite while and that's what counts.

OVERALL 83%

SOLAR JETMAN

NINTENDO

After many years of adventure and excitement Jetman has been reduced to working as a space garbage collector. But when he arrives at his first planet-of-call he finds a piece of the legendary Golden Warpship. The other components of the valuable ship are strewn across the surfaces of the other planets, so Jetman has to "jet" around each one, hunting down the Warpship bits, maybe some add-ons for his own vessel, and enough fuel to get him to the next planet.

The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman. The gameplay is made very tough by the fact that you have to constantly thrust against planets' gravity to avoid crashing - and it's even more dangerous when you've got a great hunk of space garbage in tow. Each planet is huge and the graphics are great, with lots of neat special effects and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.

OVERALL 95%

SOLOMON'S KEY

NINTENDO

Dana the explorer is trapped in King Solomon's mines with no hope of rescue, so he'll have to get himself through the zillions of temples all on his own. Each one is a network of platforms with a door and a key. To get out, Dana has to collect the key then make it to the door, collecting any bonus objects or rescuing the odd fairy. Dana also has the magical ability to create or destroy stone platforms which comes in handy for building bridges or trapping nasty creatures.

This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. The graphics in Solomon's Key wouldn't win any awards, but the way each screen is structured is devilishly cunning, and they all require a fair bit of sharp thinking on the player's part too. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.

OVERALL 83%

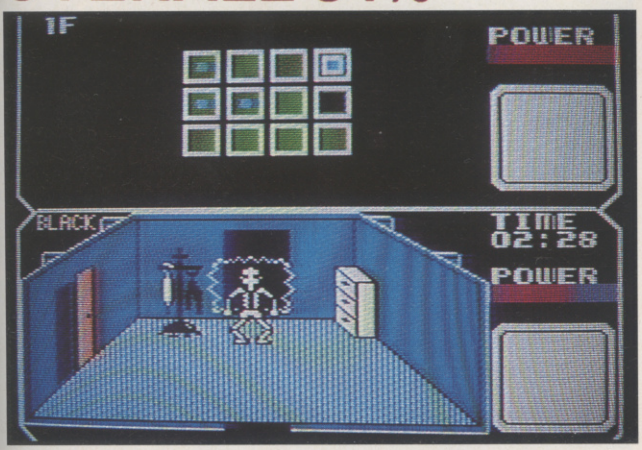
SPY VS SPY

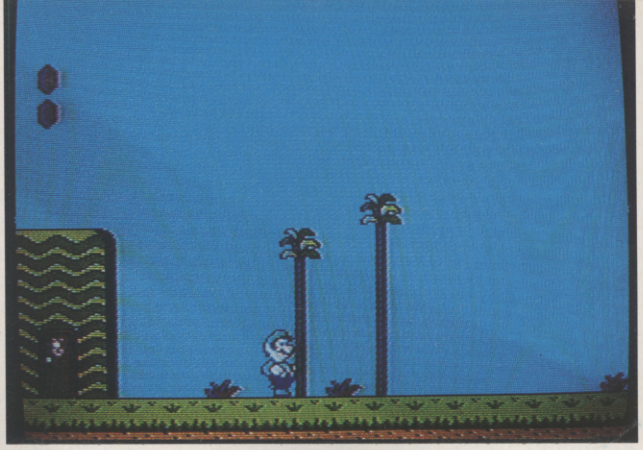
NINTENDO

Those dirty rotten scoundrels of MAD magazine have been Nintendoed and appear in eight missions-worth of NES espionage terror. A selection of top secret items have been secreted around a secret base and the spies have to get in there, retrieve them then find the door which opens onto an airstrip where he can catch a plane to HQ. The trouble is, the spies are sworn enemies, and whenever they're in the same room they always end up beating each other up with clubs. The rest of the time, they're laying booby traps in the filing cabinets or on the doors, ready to zap their opponent.

Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. Spy vs Spy might not have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.

OVERALL 84%





SUPER MARIO BROTHERS

NINTENDO

Originally this was the game Nintendo gave away free with the machine - and what a terrific freebie! It stars Mario and his brother Luigi, who have to get through eight weirdo worlds, crawling (literally) with all sorts of cute and nasty creatures. Both characters are gifted with a prodigious jumping ability, which comes in handy because to reach the end of each stage they have to jump around platforms floating in mid-air. Additionally, there are hidden bonuses to be found by jumping up and bashing some of the blocks.

Whether or not it's the bonus hunting or the cute graphics or the jolly tunes that make this such a winner is a mystery, but it's just so skillfully put together and so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.

OVERALL 95%

SUPER MARIO BROTHERS II

NINTENDO

Mario and his mates, Luigi, Toad and Princess Mushroom, are off on a trip through Subcon to knock off the evil Wart. It's a 20 stage mission, full of platforms, waterfalls, quicksand and other hazards which the gang have to cross using their own characteristic agility. There are also stacks of Wart's henchblobs on the loose, and these have to be splatted with vegetables plucked from the earth or just picked up and thrown out of the way. The Mario games are always chock-full of hidden bonuses and this one is no different - warps, power-ups and extra lives are all there if you know where to look.

This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. The gameplay is much more advanced than its prequel's, and the addition of the ability to pick up and carry objects to where they're needed makes it a bit more puzzlesome than SMB I. This is another £40 cart, but it really is worth every penny! Watch out for Super Mario Brothers III - which is even better!

OVERALL 96%

TEENAGE MUTANT HERO TURTLES

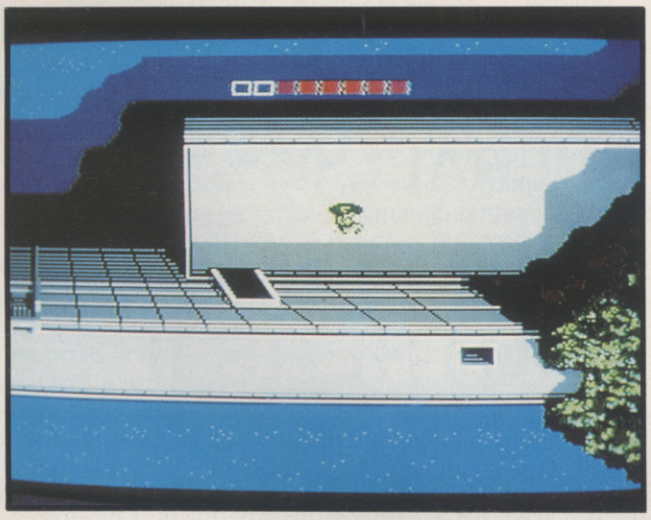
NINTENDO

In a fiendish marketing ploy, Nintendo have started bunging Turtles in as the free game you get with the machine. While it's not a conversion of the coin-op, it's still a competent game which should go down well with the current throng of Turtles fans.

The idea of the game is to rescue April O'Neill from the evil Shredder and retrieve a ray gun which will return the Turtles' rodent master, Splinter, back into human form. After choosing a Turtle, you take them walkies around the streets of New York, dodging steam rollers and foot clan soldiers, but as soon as you enter a sewer or a building, the screen switches to a viewed-side-on beat 'em up, in which your chosen Turtle has to splat any of Shredder's minions who get in his way.

If you're a Turtle fan who didn't get this free, you're advised to break the piggy bank and "shell" out for this excellent cart.

OVERALL 86%



TENNIS

NINTENDO

Put away those balls! There's no need to make that racquet! Though it's getting a bit old and slow, Nintendo Tennis provides enough court-bound action to keep most lovers of the sport occupied when it's too rainy for the real thing. You can, of course, play against a computer or human opponent in this simulation, and the computer makes all the line calls and so on, so there's no way you can argue about balls being in or not.

The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.

OVERALL 75%

TEN-YARD FIGHT

NINTENDO

The title refers to that of an old American Football arcade game of which this cart is a conversion. Unlike the more recent Gridiron simulations, playing this one relies more on arcade skills than play-selection, but the objective is still to get the ball to your opponent's end zone in the required four downs.

Though this added simplicity sounds a bit of a cop-out, it makes it much less daunting to start playing than many standard football games, which present the player with arrays of diagrams with arrows on them to represent each play. The graphics are functional rather than good, and the sound is also adequate, but luckily the gameplay is good enough to keep most gridiron lovers firmly attached to their joypad until the last time-out.

OVERALL 76%

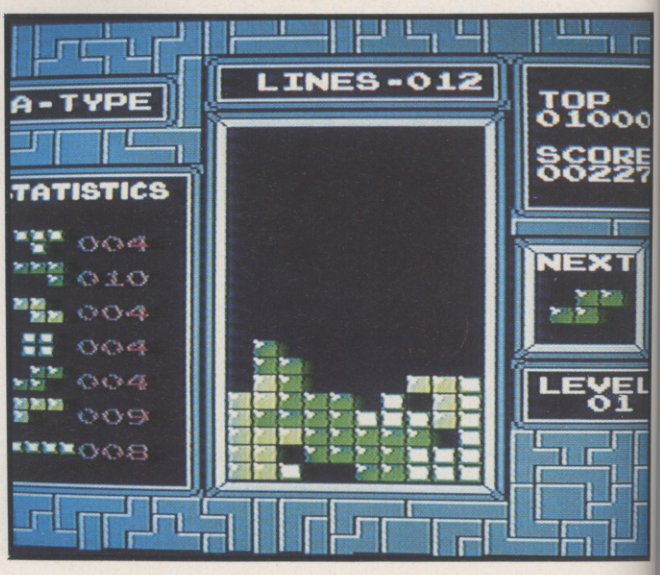
TETRIS

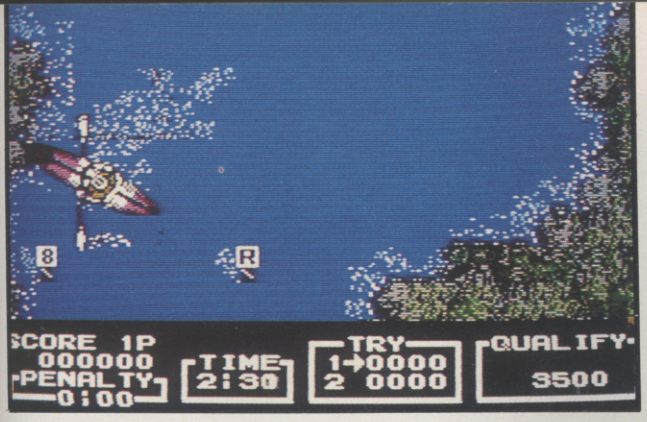
NINTENDO

Owing to a bit of licensing confusion, there are two versions of Tetris, but this is the only one that's officially available in this country, and unfortunately it's not the better one of the two. Having said that, any version of Tetris has got to be better than most puzzle games, and this one certainly is.

It's the same old story about fitting differently-shaped blocks into lines before they fall into a frame, but this version (like the Game Boy version) lets you play at nine speeds, with things made even more difficult by starting with a mess of tiles already stacked up in the frame. There's also a mode in which you have to clear 25 lives, rather than just going on forever, clearing as many as possible. The graphics and sound are only adequate, but to be honest, there's not much that could stop this from being the definitive Nintendo puzzle game.

OVERALL 91%





TOP GUN
NINTENDO

Throttle up, switch on the afterburners then get on the highway to the danger zone in this aero-combat game which takes its name from the blockbuster Tom Cruise movie of a few years back. Seated in the cockpit of your F-15, you have to dodge incoming missiles while knocking down the enemy MiGs that fired them. When you've shot your quota, come in for a landing on your home aircraft carrier.

Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulatorish on your Nintendo, check this one out.

OVERALL 79%

TO THE EARTH
NINTENDO

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. The plot is some cockamamy story about aliens or something, but what it boils down to are a set of several different target shoot-out games which test your marksmanship skills to the max.

Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you're given a Zapper for Christmas, this is definitely the first game you should buy for it.

OVERALL 80%

TIGER HELI
NINTENDO

Here's another arcade game of a few years back, converted for the NES. This one is a fairly straightforward up-the-screen blast, in which the player pilots a heavily-armed combat chopper. On the ground there are tanks, gun emplacements and battleships shooting at you, and in the air there are squadrons of enemy jets whizzing past every five seconds, firing shells in your direction! To make things a little easier on you, you can pick up extra minicopters which fly by your side, firing forward or sideways to augment your own forward-firing quad cannon. There are also a limited supply of smart bombs available, which nuke everything on the screen.

If you remember the coin-op, you may also remember that it wasn't a particularly outstanding game, and this being an accurate conversion, it isn't really much to write home about either. The graphics are pretty samey throughout the entire game, and the sound is equally bland. What's worse, though, is the fact that the enemy shots are very difficult to see against the backgrounds making them extremely difficult to dodge. Not the greatest of shoot 'em ups.

OVERALL 65%

TRACK AND FIELD II
NINTENDO

This must be the biggest computer sports simulation anywhere - no less than 15 different button-bashing events are included on this cart! The usual events (hurdles, pole vault, hammer throw) are in there, together with a few more unusual ones, such as archery, clay pigeon and pistol shooting, canoeing and hang-gliding. If you have a friend you can take him on at Taekwondo, fencing or even arm wrestling!

The sports are all well-reproduced, and the presentation screens and in-game graphics are really superb. The only problem with this game is the fact that some of those button-bashing events are a little too hard on the fingers, in fact sometimes you may wonder if it's possible to complete the archery event without an auto-fire joystick! Still, if you ever needed an excuse to buy one, this game is it!

OVERALL 90%

TROJAN
NINTENDO

Seven levels of sword-slashing action lie before the hero of this particular game. Trevor the Trojan's friends have all been rounded up and imprisoned by the local king for no good reason. The judicial system isn't up to much round these parts, and an appeal court hearing could take forever to sort things out, so Trojan has opted for the more direct approach and plans to spring his buddies the hard way - by killing every one of the king's guards (and possibly the king as well) all by himself. Usually his sword is all he needs, but he can pick up magic items, such as magic jumping boots and potions of speediness to make him an even more formidable warrior.

This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull, rarely amounting to more than walking along and slashing at anything that gets in your way. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL 72%

URBAN CHAMPION

NINTENDO

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring.

If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL 54%

WILD GUNMAN

NINTENDO

If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk.

The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS

NINTENDO

All the king's horses and all the king's men are fine, but unfortunately, all the king's daughters have been kidnapped by nasty demons who have stashed them in secret hideaways in the seedier parts of the countryside. Luckily, there's always a knight in shining armour around to save the day, and that's you (hopefully). Armed only with your trusty sword, you start the game in a forest of tall trees surrounded by evil eagles and other diabolical beasts. You have to find your way through the mazes of platforms and secret passages to the chamber where the princess is being held, then defeat some demi-demon to release her. Watch out for potions and magic items which give you short-lived mystical powers, making the whole thing a mite easier to handle.

This is a smart-looking platform game from Rare, though it has to be said that it's really quite a simplistic sort of game, which just requires you to keep jumping from platform to platform and wiggling your sword about occasionally - it all gets a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for example, and the Mega-man series.

OVERALL 72%

WORLD WRESTLING

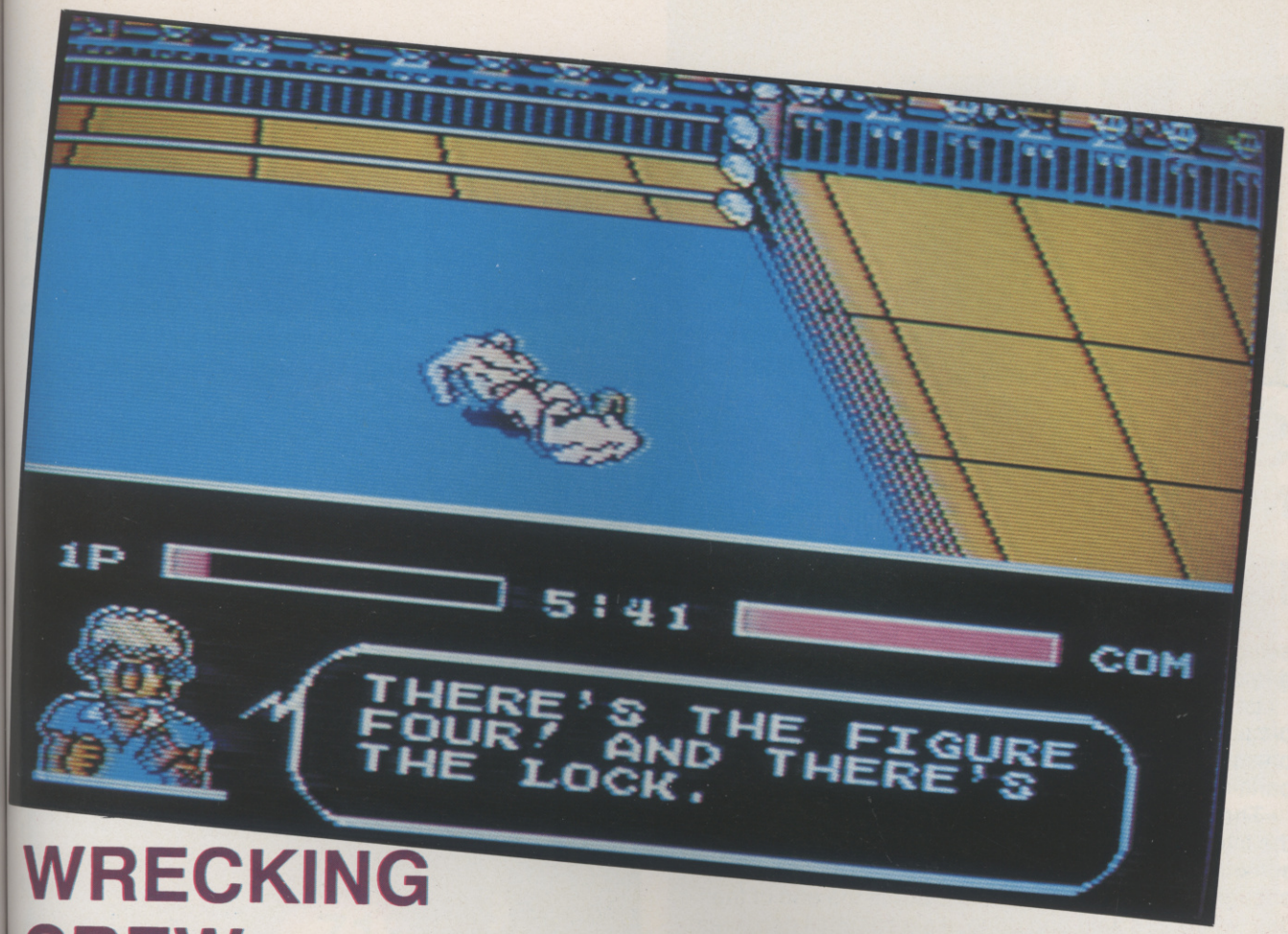
NINTENDO

There are two wrestling games on the NES - this one and Pro Wrestling - but this is by far the better of the two.

First you get to choose your wrestler, then take him to the gym for a spot of training before taking on another player or a computer opponent in the ring. There are a load of tussle manoeuvres to try out, and while you're doing that a commentator at the bottom of the screen gives a full, er, commentary.

Great, well-animated graphics and enjoyable gameplay with quite some depth are what separates this from Pro Wrestling. If the sport interests you then try this cart out.

OVERALL 84%



WRECKING CREW NINTENDO

Those famous Nintendo characters, Mario and Luigi star in this game as the eponymous wrecking crew. It's a platform game in which you collect coins and mash marauding meanies with your mallet.

The graphics are simple, but nicely drawn and the soundtracks are superb, making this a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!

OVERALL 81%

XEVIOUS NINTENDO

One of the first (if not THE first) vertically scrolling shoot 'em ups ever was Namco's Xevious arcade game. Compared to modern games of this type it was pretty simple, and just involved flying a dinky spacecraft up the screen, while zapping any oncoming fighters, and using the laser bomb sight to take out ground installations. At the end of each level, the scrolling stopped while you blasted away at a vast enemy mother ship, and once that was dead it was on to the next level.

Not really a whole lot there to convert you might think, and you'd be more or less correct. While this game might have been impressive five or six years ago, it hardly draws the crowds these days. The coin-op's best features was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting, blast.

OVERALL 65%

ZELDA II: ADVENTURE OF LINK NINTENDO

Nasty Ganon is back! After Link foiled his attempt to claim the mystical Tri-Force in Zelda I, he has returned to cast a "Sleep-For-A-Zillion-Years" spell on Princess Zelda. Once again, Link has to sally forth into the wildernesses of Hyrule, this time to retrieve another bit of the Tri-Force which will revive Zelda.

Unfortunately, the land is full of Ganon's cohorts, who love nothing better in their sandwiches than goody-goody adventurers. Link has come prepared, though, and when confronted by evil, he just whips out his sword and ventilates his adversaries. Successful combat provides experience points which can be turned into attack strength, health points and also magic power for use with the spells the local villagers pass on if you carry out little sub-quests for them.

This game is absolutely vast - much bigger than the original, and superior graphically too. The gameplay is also beefed up with magic and beat 'em up-style sword-play, and again, the cartridge comes with a battery game-save system. This is the Nintendo's top RPG, and one of the most enjoyable on any computer system. Make sure you give it a try.

OVERALL 94%

NEO GEO

BASEBALL STARS
NEO GEO

It seems that virtually every console in existence has a baseball game, and the Neo Geo is no exception.

At the start of the game you pick a team from a large selection, and then a location, either an open air field, or one covered by a dome.

Large, cartoon-style graphics and some wonderful presentation screens are used to display the action in impressive style as one or two-players battle it out on the park.

The most notable feature is the tons of speech - from the intro screen to the end of the game, there's always something being said. The game itself is enjoyable enough, with excellent graphics. But at the end of the day, when all's said and done, it's a baseball game and is therefore only recommended to fans of the sport.

OVERALL 61%

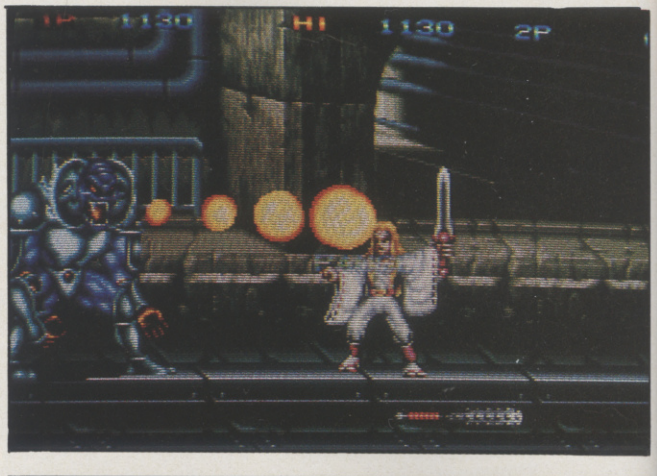
CYBERLIP
NEO GEO

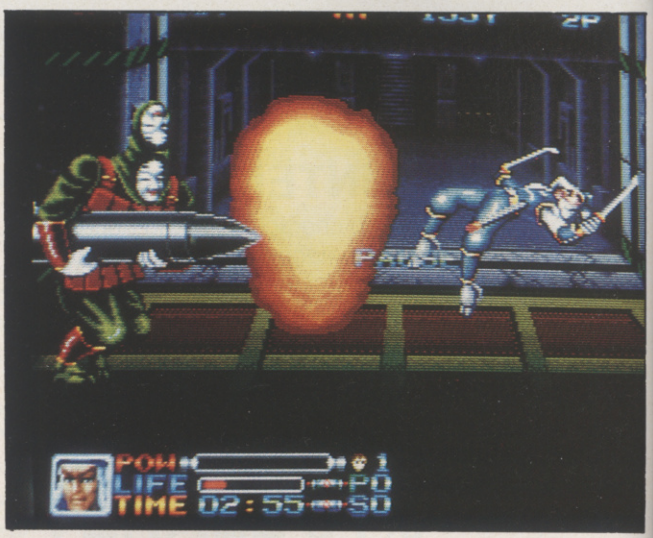
Reminiscent of Midnight Resistance, this horizontally scrolling shoot 'em up requires you to take control of a gun-packing hero and battle your way deep into enemy territory blowing up anything that gets in your way.

The going is certainly tough (but there are unlimited continues so you can finish it on your first sitting if you wish), and the enemy come thick and fast (oo-er), with foot soldiers, gun emplacements and flying craft all trying to blast the hero into oblivion. And it goes without saying that there are a variety of pick-up weapons to collect, and that a giant end-of-level guardian lurks on the final screen of each landscape.

To be honest, none of us were impressed by this game. The graphics are quite nice, but there's nothing there a Megadrive couldn't do, and although there's some great sound effects and some speech, it's pretty superfluous. The difficulty level is high, so there is a challenge for those willing to persevere and go for a high-score without using any continues, but really the complete lack of originality and really dull gameplay results in apathy after just a few goes - and that's not what a £150.00 game is all about!

OVERALL 31%





MAGICIAN LORD
NEO GEO

Magician Lord is an impressive platform beat 'em up in which you guide a fightin' hero across a hazard-packed landscape. A neat feature is that at regular intervals, you can change into one of six different heroes - dragon warrior, waterman, poseidon, shinobi, samurai and raijin - each who has his own special power.

The graphics are really superb, with gorgeous parallax-scrolling landscapes and some great sprites, particularly some of the end-of-level baddies.

The game is tough, challenging and addictive and keeps you glued to the Neo Geo far longer than any other title that's currently available for the machine. If you've got a Neo Geo, make sure you get Magician Lord - it's the best title currently available for the machine.

OVERALL 75%

NAM 1975
NEO GEO

Playing very much like the Cabal coin-op, Nam 1975 gives you control of a hero who's on a solo mission deep into enemy territory. The object is to destroy the evil Dr Muckly, who's inventing a super-weapon with which he intends to take over the world.

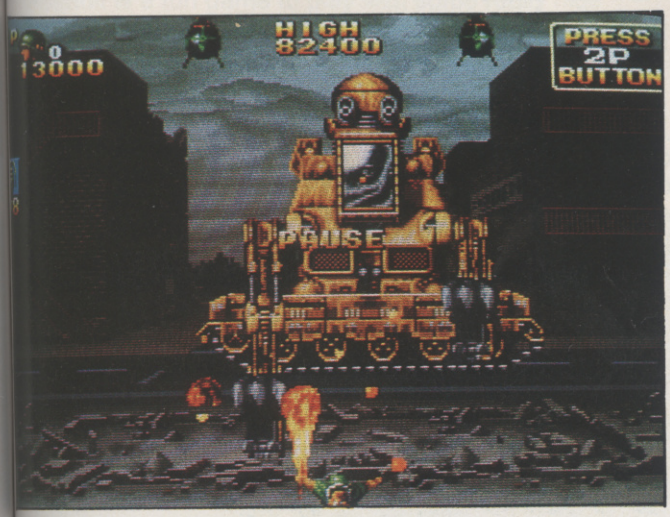
How can he be stopped? Well, you've got to blast your way across the horizontally scrolling landscapes. Enemy soldiers attack from all angles and you've got to use your crosshair to aim your guns and blast them before they get you. At the end of each of the six levels is a giant guardian, and on the final level is Dr Muckly himself - blast him and the Earth is saved.

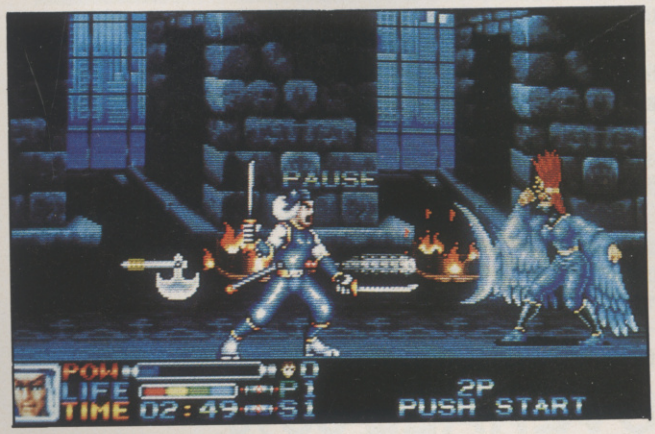
Nam 1975 sports some stunning graphics and has loads of speech. However, the gameplay is very straightforward, and although it's quite tough, there's not enough in there to keep you playing for more than a week or so.

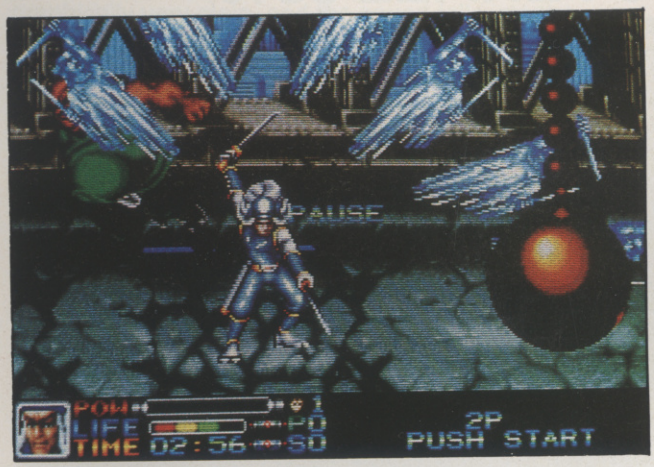
When it comes down to it, you might as well go down to the arcades and play the game - you're not likely to have to spend more than £20.00 to complete the game, and after that you won't want to go back to it. So why bother spending over £150.00 on a home version of the game which you'll get bored of just as quickly?

And when you think about it, the same thing applies to all of these games...

OVERALL 71%







NINJA COMBAT
NEO GEO

Although this Shadow Warriors-style horizontally scrolling beat 'em up looks and sounds very impressive, it's actually dead boring.

Guide your super ninja into battle against an evil army of foes and kick their butts. There are six levels of action, and there's an end-of-level baddie on each who's destroyed to progress to the next scene. A neat feature is that when an end-of-level baddie is beaten, he joins your team and the player can select him or her to do battle in the following round.

But the trouble is, not only is the gameplay dull - it's all been seen and done many, many times before - it's also amazingly easy to beat. We finished the game within 25 minutes of getting it, and after that quickly got bored of it. Does that sound like a good way to spend £150.00? If it does, the straight jacket's in the post.

OVERALL 34%

RIDING HERO
NEO GEO

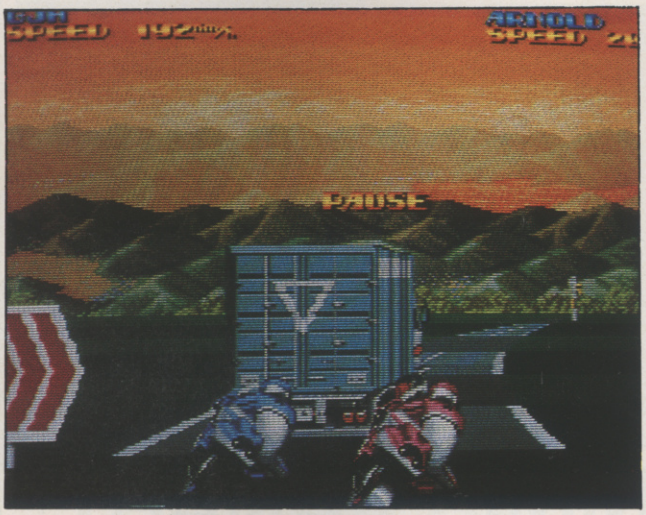
If you've ever fancied riding a motorcycle in a Grand Prix, here's a very expensive and not very good way of trying to live your dream.

Riding Hero is a bike racing game in which you attempt to burn down the road and come first in a series of races. It's pretty straightforward, and as long as you continue to rack up the results, you can keep on racing.

Considering the power of the Neo Geo, this is a pathetic offering. The sprites are large, but the roads are as thin as a pavement, making it look completely silly. Couple that with completely unconvincing bike handling and a very easy difficulty level and you've got a game that you'll become bored with in a couple of days.

Megadrive Super Hang-On offers far more thrills and spills that this and it's much more fun to play. When you consider that for the price of this game you could buy a new Megadrive and a copy of Super Hang-On, Riding Hero's price tag on this looks as unrealistic as the game itself.

OVERALL 35%



SUPER SPY
NEO GEO

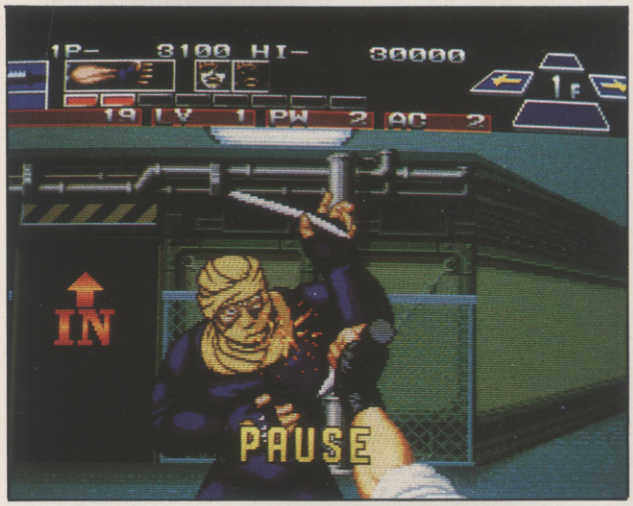
Looking and playing rather like Dynamite Duke, Super Spy is a very impressive-looking but ultimately dull combat game.

The 3D action is displayed through the eyes of the hero, and all you see is a pair of fists in front of you which you use to bash any enemy stupid enough to get in your way. If the going gets tough, you've got the option to switch between knife and gun modes, although you can't use them for long because the knife wears out (weird, huh?) and you only have 12 rounds of ammunition. If you get far enough into the game you get an Uzi with 36 rounds of ammo, just right for massacring the enemy!

The sprites and animation are utterly superb - amongst the best we've ever seen - but the action is dull, and it's possible to finish the game in one sitting! There's very little variety - just punch, stab or shoot - and the ending is very anti-climactic.

The same comments that were made at the end of the Nam 1975 review apply here - only it'd be even cheaper to finish the arcade game!

OVERALL 39%



TOP PLAYER GOLF
NEO GEO

Fancy a round of golf, but can't be bothered to get off your bottom? Then perhaps Top Player Golf is the one for you. Featuring an overhead viewpoint and an incredible amount of speech (the caddy verbally explains every hole in the course), TPG gives you the chance to play an 18-hole course in the comfort of your own home.

As we've already said, the speech is impressive, but it's not really necessary. When you ignore that and just play the game, you find that it's really not much cop - there are Nintendo, PC Engine, Sega, Gameboy and Megadrive golf games that are far more playable than this! The overhead scrolling viewpoint is quite bland, and the way the game works is pretty dull. Give it a miss...

OVERALL 29%

SEGA

ACTION FIGHTER
SEGA

This conversion of the elusive Sega coin-op is a vertically scrolling multi-level blast, with the player racing a car which has the ability to transform into both a bike and a jet fighter, with one objective in mind - blast the crapola out of everything in sight!

The graphics are bright and colourful, and quite well animated for what they are, and the sound is really great, with loads of explosions and bouncy tracks, and the excellent gameplay makes this a really neat and quite addictive shoot 'em up, that, although seems a little crumbly by today's standards, is more than enough to give any shoot 'em up freak their fix of the action.

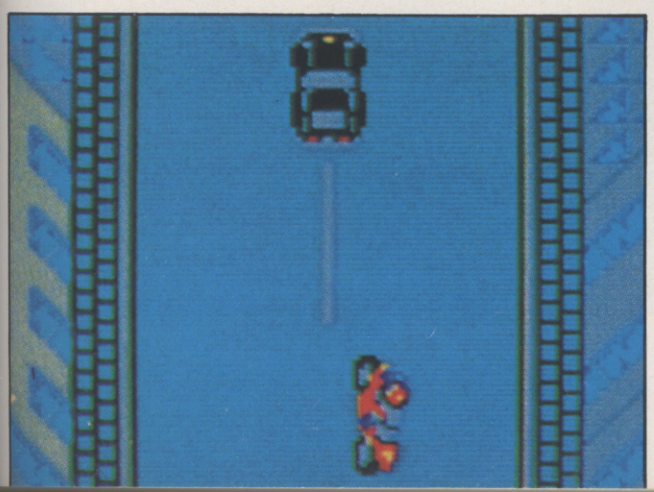
OVERALL 84%

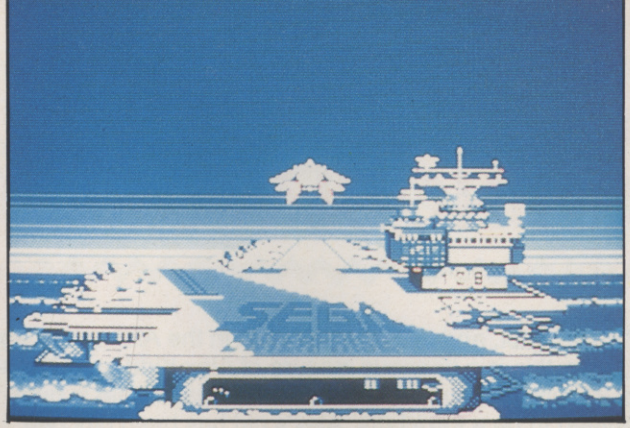
AERIAL ASSAULT
SEGA

Horizontal scrolling shoot 'em up action, as you take to the skies in your super powered jet fighter, blasting invading military forces into oblivion! As is the norm with a game of this ilk, power-ups are in abundance, as well as large end-level guardians and the like. One bullet up the tailpipe, however, and you're history.

Although the graphics look a little dated, and the sound is little more than a few blips and booms, Aerial Assault is a fun game to play with some really nice touches (such as the sunset level ripped straight out of P-47), it's not too tough, and surprisingly addictive. If you're in need of a blast on your Sega, don't expect the world, but take a look.

OVERALL 82%



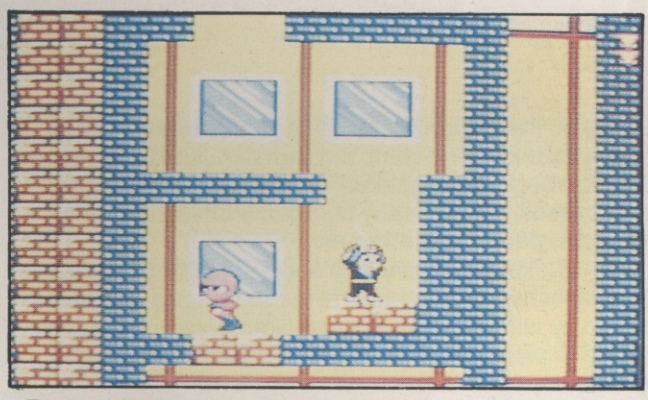


AFTERBURNER
SEGA

One of the earlier coin-op conversions for the Master System, this puts you at the controls of a super-powered F-14, pitted against myriad airborne and ground-based forces, all trying to blow you away - so you've got to give as good as you get!

The problem here lies with the original arcade machine - take away the stunning graphics and the thumping soundtrack, and you're left with a very simple, aim and fire blast, which is the feeling this version gives - graphically very plain, and the sound falls into the realms of "arrgh"! The whole thing is very slow too, and makes this overall a very dull, unplayable game. Only take a look if you're a real Afterburner nut.

OVERALL 51%



ALEX KIDD IN HIGH-TECH WORLD
SEGA

A continuation of the Alex Kidd saga, this is essentially much of the same - more wacko platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing outstanding to make this any better than the original - if anything it's nowhere near as much fun. Take a look, but don't expect anything earth-shattering.

OVERALL 76%

ALEX KIDD IN SHINOBI WORLD
SEGA

The latest, and probably the best in the Alex series so far, this is a hilarious mixture of Alex Kidd and Shinobi, resulting in a platform chop-socky game that is guaranteed to be a lorra laffs. Alex's girl has been pinched by the Dark One, and the big-eared wonder (now empowered with Ninja Magic - ooh!) is out to get the girl and put the evil geezer where he belongs.

The graphics are top-notch, and very reminiscent of both games, with lots of oriental ninja flavour, and the sound is excellent - especially the cutesy version of the Shinobi title music! Dead funny, and playable as heck, Shinobi World is one that you should grab hold of at the first opportunity!

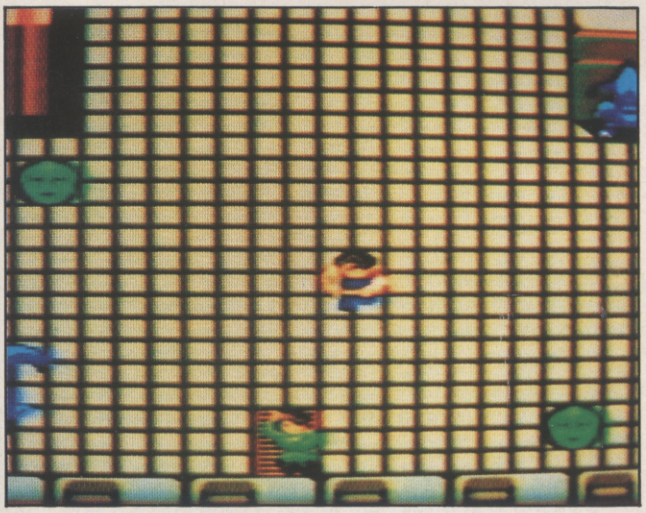
OVERALL 90%

ALEX KIDD IN MIRACLE WORLD
SEGA

In not so many words, this is Sega's answer to Mario - a madcap platform romp through a multitude of horizontally scrolling levels, packed out with hidden bonuses and screens, and a wacky sub-game based on the old "scissors, paper, stone" game!

The audio-visuals are little short of brilliant, with some absolutely hilarious gags, and the thoroughly absorbing gameplay will have you glued to your screen for hours on end. If platform action is your bag, check this out pronto!

OVERALL 86%



ALEX KIDD AND THE LOST STARS
SEGA

Another Alex Kidd game, featuring Sega's favourite character as he travels around the platform environment attempting to solve puzzles and save the day.

The graphics and sound are what you expect from an Alex Kidd game, so they're all jolly and colourful, and the gameplay is as addictive as all the others in the series.

Alex Kidd fans are bound to love it - so if you're one such person, check it out.

OVERALL 80%

ALIEN SYNDROME
SEGA

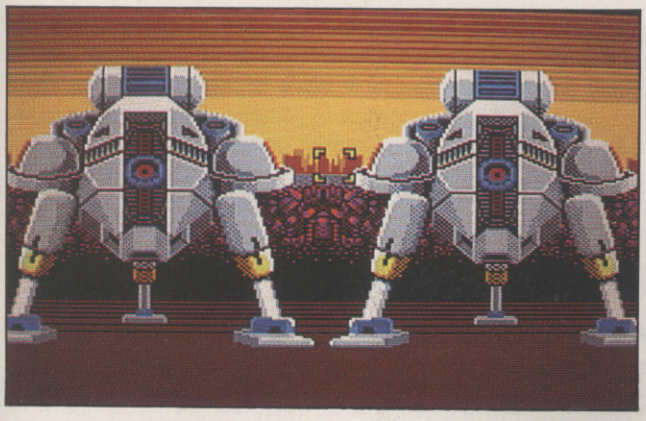
The original Sega coin-op gained somewhat of a cult following, thanks to the rather gross graphics and horrific screams that would shriek out at you (not a game for the weak-hearted!).

The game pits two human super soldiers, by the name of Ricky and Mary, on a mission to rescue hostages from six starships that have been invaded by some of the most disgusting aliens ever seen in a video game.

What this basically means is trolling around a multidirectionally scrolling landscape, blasting the aliens, touching the hostages and heading towards the exit before a time bomb goes off. Reach the exit and you have to fight a horrid end-of-level guardian - beat that and it's onto the next ship.

This Sega version is pretty good, with nearly all the features of the original machine, but has some odd gameplay quirks, particularly in the way the screen scrolls, which makes it difficult to see what's coming towards you. With a few tweaks this could have been brilliant. As it stands it's simply a tough shoot 'em up which offers a fair amount of entertainment.

OVERALL 73%



AMERICAN BASEBALL
SEGA

It's baseball. What more can we say about it? Well, the graphics are jolly good. There's a one or two-player option and a whole load of different teams to pick.

The game is nice and easy to control, but the computer opponents are challenging enough to keep even the most expert of console baseball players happy.

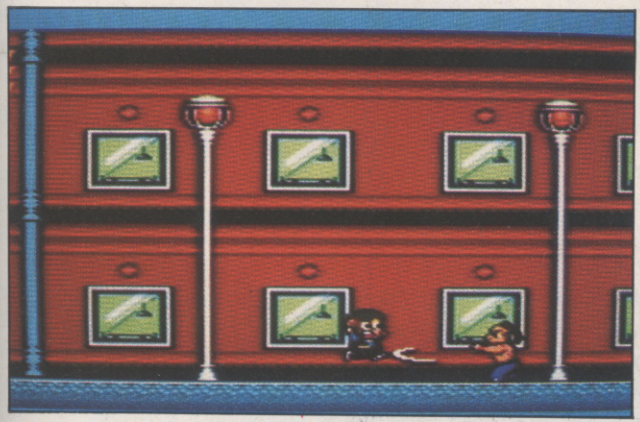
If baseball's your scene, this is worth taking a look at.

OVERALL 74%

AMERICAN PRO FOOTBALL
SEGA

Featuring superb presentation screens and a beautifully balanced difficulty level, American Pro Football is the finest simulation of the sport on any 8-bit machine.

The graphics are tremendous, and there's great joypad feedback which really draws you into the action. A system of menus are used to dictate play, and while they offer an amazing array of moves, they're very simple to operate, so a novice can get straight into the action, but there's enough variety to let experts develop complex plays depending on the situation.



The graphics and sound are both great, and the highly addictive gameplay is the icing on the cake. An absolute must for sports fans everywhere.

OVERALL 95%

ASSAULT CITY
SEGA

Very much in the Operation Wolf mould, this shooting game requires you to blast a variety of enemy sprites with your crosshair sight as you make your way across levels of horizontally scrolling landscape.

Although it seems a bit on the dull side at first, it's actually pretty good fun and grows on you the more you play it. The game difficulty is set on quite an easy level, making it very simple to get into and very addictive in the short-term.

The lasting appeal is questionable, but if you're after a shooting game which doesn't require a light gun, this is worth taking a look at.

OVERALL 70%

ASTRO WARRIOR/PITPOT
SEGA

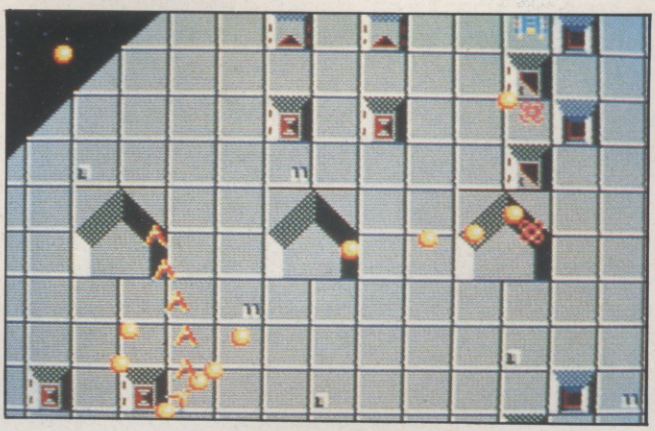
Originally free with the Sega, and easily available if you check out classified adverts, this cartridge features two pretty jolly little games.

Astro Warrior is an up-the-screen blaster in which you shoot oncoming alien craft, pick up the extra weapons and unleash them on the end-of-level baddies. It's simple, but it's great fun and highly addictive, and is one of the better Sega shoot 'em ups around.

Pitpot is a very original game that offers plenty of laughs - it wouldn't be very good value on its own, but combined with Astro Warrior it's a good second game.

If you can find the cartridge for a cheap price, this is well worth getting.

OVERALL 79%

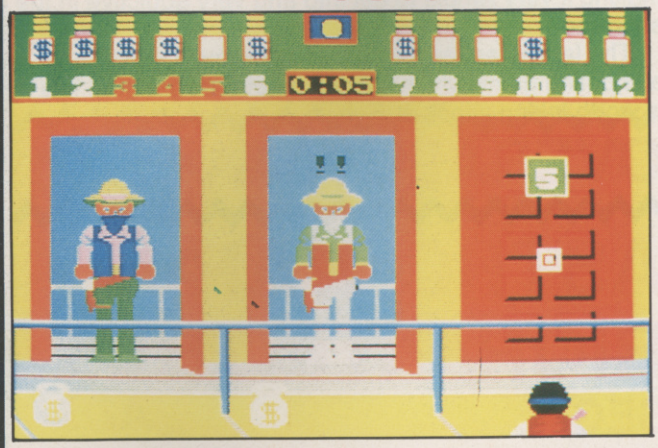


AZTEC ADVENTURE
SEGA

Aztec Adventure is an arcade adventure with pseudo role-playing overtones. It starts out full of promise, but very quickly becomes pretty yawnsome as you make your way around the bland landscapes attempting to solve puzzles and make headway.

Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!

OVERALL 38%



BANK PANIC
SEGA

This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination as you attempt to shoot baddies as they emerge from behind closed doors and avoid shooting any innocent bystanders if they happen to enter the action.

It's very simplistic, but it's pretty good fun and keeps you entertained for quite a while and is a great way to test out your gamesplaying skills - the action gets very fast and furious on later levels.

The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and is worth having a look at.

OVERALL 78%

BASKETBALL NIGHTMARE
SEGA

Featuring very impressive, beautifully animated in-game screens, this basketball game looks great. The idea is to take control of a team of supernatural beings and challenge other ghoulish gangs to a game of basketball.

However, when it comes to playing the game, it's all rather simplistic and dull, and it doesn't take long to get bored. It's a shame, really, because this could have been utterly brilliant. As it stands it's just a mediocre basketball game with some very fancy graphics.

OVERALL 56%

BATTLE OUT RUN
SEGA

Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape!

The background graphics are quite simplistic, but the sprites are excellent and there's plenty of action and excitement as you burn up the road and attempt to catch up with the baddie car before starting your assault.

Although Battle Outrun isn't as challenging as Fire and Forget II, there's enough in here to warrant purchase - give it a go if you're into fast action.

OVERALL 80%

BLACK BELT
SEGA

Take control of a kung-fu expert and battle across a horizontally scrolling landscape beating seven shades of shinola out of anyone stupid enough to cross your path.

Similar in many respects to the old coin-op, Kung-Fu Master, but with more variety and better graphics, Black Belt is a tough and challenging beat 'em up with an army of baddies to kick in, and hard end-of-level baddies to overcome.

It's definitely one of the better Sega beat 'em ups around, and is highly recommended.

OVERALL 81%

BLADE EAGLE 3D
SEGA

One of those rare 3D glasses games, and this one's isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. It's tough, but the 3D effect isn't brilliant and the gameplay gets rather bland after a while.

If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or Outrun 3D.

OVERALL 51%

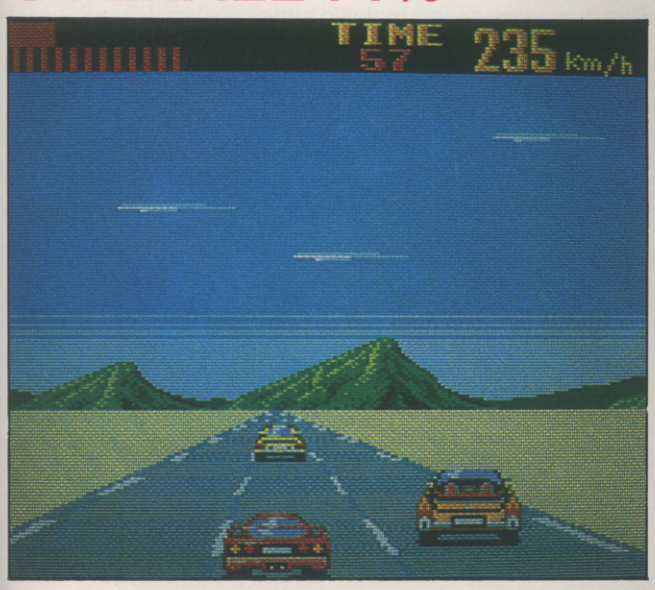
BOMBER RAID
SEGA

Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with the intent of causing as much damage as possible.

The enemy haven't reacted kindly to your invasion of their air space, so expect plenty of opposition. There are five levels in all, each packed with power-up weapons and sporting a giant guardian at the end of each.

It's pretty good fun, but the game isn't difficult to beat, so although you tend to play it a lot at first, it doesn't take long before you finish it and become bored.

OVERALL 71%



CALIFORNIA GAMES
SEGA

This wacky sports sim has six events: half-pipe, foot bag, surfing, roller skating, BMX riding and frisbee-throwing.

From the start you've got an option to play in one, all or some events, or just practice them: none are so hard that you'll smash your Sega, nor so easy that you'll master them in a day.

The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. A must for your Sega.

OVERALL 94%

CASINO GAMES
SEGA

Casino is a gambling game which offers three basic things to choose from: cards, slot machine and pinball. Pinball isn't really gambling, and just gives you a table to flip away on. There are three kinds of card game: poker, blackjack (pontoon) and baccarat and the slot machine is a 70s-style one armed bandit, so it doesn't have any hold or nudge feature and no wibbly flashing lights or sub-games. You can vary the bets (from $1 to $100), but it soon becomes monotonous.

In fact, this is true of the action as a whole. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.

OVERALL 46%

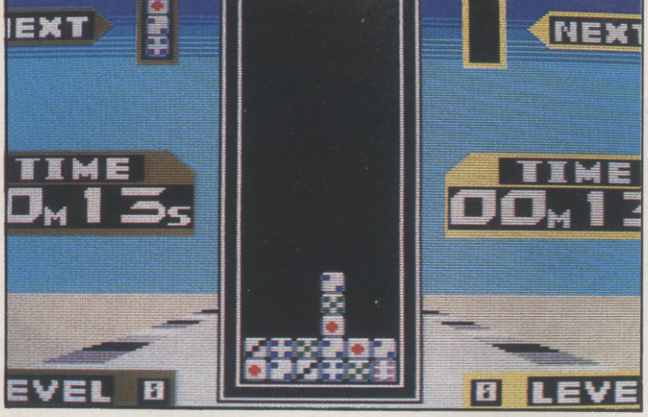
CAPTAIN SILVER
SEGA

Aaaar! Guide crippy Captain Silver across a horizontally scrolling landscape and slash and hack away at the variety of lurking baddies that are just ready to attack.

The graphics are truly rubbish, and the gameplay is very dull indeed - just guide the nancified pirate across the landscape and prod at the badly-drawn sprites. It takes a few goes to get this sussed, and it soon becomes as boring as can be.

This was originally a coin-op - so it'll come as no surprise that it completely bombed. Give it a miss...

OVERALL 47%



CHASE HQ
SEGA

Crime is rife in these parts, and the perpetrators are using turbo-charged sports cars to outpace the standard Police black-and-whites. To combat the problem, the police department has set you and your partner up as the Chase Squad, and kitted you out with a nippy black Porsche 944 so you can keep up in the hottest of hot pursuits (and impress the girls at the same time).

You get two minutes to apprehend each criminal - one minute to spot his car, then a further 60 seconds to run him off the road. If you run out of time, the criminal escapes outside the city limits and the pursuit is called off.

The gameplay is as exciting as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.

OVERALL 86%

CHOPLIFTER
SEGA

Hundreds of hostages have been taken prisoner and are held deep within enemy territory (pretty topical, eh?) and it's up to you to fly and rescue them.

The mission of mercy takes place over a series of horizontally scrolling landscapes, and you've got to fly your chopper behind enemy lines, land, pick up the hostages and drop them off safely at home base.

The enemy is wise to your antics, and there's stiff resistance in the form of gun emplacements and aircraft. But no-one said it was going to be easy.

With excellent graphics and challenging gameplay, Choplifter is one of the best shoot 'em ups around. Take it for a flight.

OVERALL 89%

CLOUD MASTER
SEGA

This game is weird! It's a horizontally scrolling shoot 'em up in which you fly a little man against a load of very strange baddies, including a giant chicken! There are power-up weapons to collect, of course, and end-of-level guardians to kick the shinola out of.

The graphics are simple and colourful, and the action is very straightforward, making this an enjoyable little game which becomes dull after a couple of weeks.

OVERALL 73%

COLUMNS
SEGA

Oh no! Funny-coloured jewels are falling into a box! Okay, so it's not the most exciting scenario ever, but this is a game of the "classic simplicity" type, such as Tetris and Klax.

The jewels descend in assorted blocks of three, the order of which can be changed as they fall down. When a minimum of three jewels of the same colour are placed together, horizontally, vertically, or diagonally, they disappear - and the jewels above fall down to fill the gaps.

It sounds rather dull, but Columns is the sort of game that you keep on coming back to time and time again because it's simple, playable and very addictive indeed. It starts off easy, but when you get to high levels the jewels fall at very high speed, and your hand-to-eye co-ordination is given a really good work-out. A special mention must go to the sound, which is one of the best tunes heard on the Sega.

Columns might not be the most exciting game in the world, but it's a great way to unwind after you've just dispatched some big baddie with your lasers, or have kicked the heads of endless street gangs in the latest beat 'em up! Try it out - you'll be surprised at just how much fun it is!

OVERALL 88%

CYBORG HUNTER
SEGA

Similar in style to the Zillion games, this arcade adventure casts the player as a hero who must enter an enemy complex, destroy all the robots contained therein and finally tackle and dispose of the evil arch-baddie who resides on the last screen.

It's all fairly good fun, but there are very few original features, resulting in a feeling of deja when you play it. Shop around before you buy.

OVERALL 74%

DEAD ANGLE
SEGA

This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's an casts you as a copper who's on a mission to wipe out an evil gang.

Hoodlums pop up from all angles, and you've got to blast them using your crosshair sights before they open fire and wear down your energy bar.

The graphics are great, with plenty of neat touches, and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.

OVERALL 83%

DOUBLE DRAGON
SEGA

When your girlfriend is kidnapped by a gang of merciless hoodlums, there's only one thing for it. Grab your special kung-fu trousers and travel into their territory to get her back.

The rescue mission is fraught with danger, and gang members attack every step of the way. Fortunately you're familiar with martial arts combat, so you can give them a good kicking - but sometimes their numbers are almost overwhelming.

With pretty good graphics and sound, Double Dragon is a good conversion of the classic arcade game, featuring plenty of chopsocky action. It's not the most challenging game in the world, but there's plenty there to keep a player happy for quite a while.

OVERALL 79%

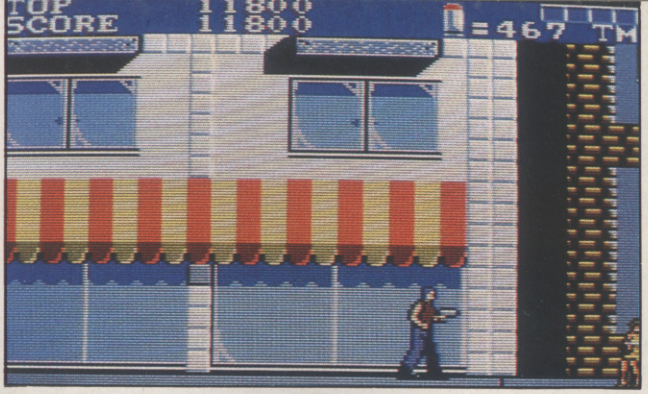
DYNAMITE DUX
SEGA

Oh no! You've been transformed into a cute duck and have been transported to Cute Town where all the cute inhabitants hate your guts!

There's only one thing for it, fight your way through the horizontally scrolling landscape, beating up everything that gets in your way and confront the evil arch-baddie on the final screen and gently persuade him to reverse the curse.

The graphics on this wild 'n' wacky beat 'em up are truly superb, with bazooka foxes, marauding moose heads and gangs of field mice all entering the fray. The gameplay is fun, but it's a little too easy, so expert gamers won't get full value for money from it.

OVERALL 79%



ENDURO RACER
SEGA

This motocross racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to burn all the way through them in a single sitting.

If you're after a racing game with bikes, take a look at Hang-On and don't bother with this.

OVERALL 31%

ESWAT
SEGA

The city is under siege and only a heroic cop can save the day! Six ruthless crime bosses have clubbed together in order to bring a reign of chaos to the city. Violent crime is common place - no-one feels safe. The police are over-powered by the sheer enormity of the new crime wave. Enter the ESWAT (Enhanced Special Weapons and Tactics) team, a bunch of hardened cops with the greatest weaponry and armour that the city can provide.

After the rather nifty arcade game, this is a bit of a disappointment. The original coin-op features a variety of mean 'n' meaty weapons, but the ones in this version are wimpy by comparison. Even the graphics are feeble compared to their arcade counterpart, with gaudy backdrops and small, poorly animated sprites. When you get down to playing it, once again the game is a let-down. It's great fun at first, but there are only five levels and they're very easy to get through. None of the end-of-level baddies offer much resistance, and anyone who's a half-decent player should be able to finish the game pretty quickly.

OVERALL 73%

F16 FIGHTER
SEGA

This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the eponymous F16 Fighter against swarms of enemy aircraft and blow them up to keep in the game.

The graphics and sound are average, and the gameplay soon becomes dull. Avoid it.

OVERALL 48%

FANTASY ZONE
SEGA

This wacky horizontally scrolling shoot 'em up has the wildest, most colourful graphics ever seen. The object is to patrol the environment and blast all the big motherships that hover around the wrap-around landscape. Once they're all destroyed you have to take on an end-of-level baddie.

As we've said, the graphics are well colourful, but they're nicely drawn and give the game plenty of character. The gameplay is very addictive indeed , and there's plenty to challenge a hardened shoot 'em up fan.

OVERALL 87%

FANTASY ZONE II
SEGA

A superb shoot 'em up, but suffers by being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.

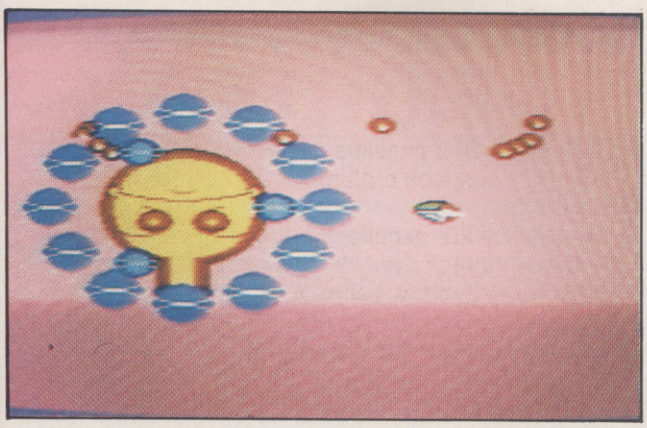
OVERALL 88%

FANTASY ZONE III
SEGA

Not a scrolling shoot 'em up, this time, instead the third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and baddies to win the day.

The gameplay is a load of fun, and although the graphics are simplistic, there's plenty here to keep anyone happy for days on end.

OVERALL 81%



FIRE AND FORGET II
SEGA

A conference of all world leaders is being held in the city of Megapolis, and the outcome of this historic event could be world peace. Hurrah! However, a ruthless gang of terrorists is driving towards the city with a large nuclear bomb and they intend to blow up the whole place - leaders and all - and then take over the world during the following confusion.

There's only one person who can save the day - and that's you! So grab the keys to your 850 horse power deathmobile, the Thundermaster II, arm its guns and missiles and take to the 3D highway and destroy the villains before they complete their foul mission!

Fire and Forget II's action is very fast and pretty tough, almost to the point of being off-putting at first. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. The graphics and sound are both brilliant - the road is particularly smooth and convincing - and the update on the sprites is excellent.

A must for addicts of highway violence!

OVERALL 86%

GALAXY FORCE II
SEGA

Sega's enormous hydraulic coin-op has had its fluid drained and has been squeezed down to fit inside a Master System box. Yes, impossible though it may seem, Galaxy Force has been converted to the Sega, and it's brilliant.

Four levels of 3D shooting action await the player, each scene including a plenty run and then a trip down a hazard-packed tunnel to destroy a target at the end.

The graphics are truly marvellous, and the gameplay is challenging enough to keep you occupied for weeks. If you're after the best 3D game available on the Sega, look no further than this.

OVERALL 91%

GANGSTER TOWN
SEGA

This old, and rather dull game features reasonable graphics and sound, but doesn't really have that addictive spark to keep you coming back for more. Try something else instead.

OVERALL 48%

GAUNTLET
SEGA

This game was a sensation when appeared in 1986, and this version has all the features of the original machine.

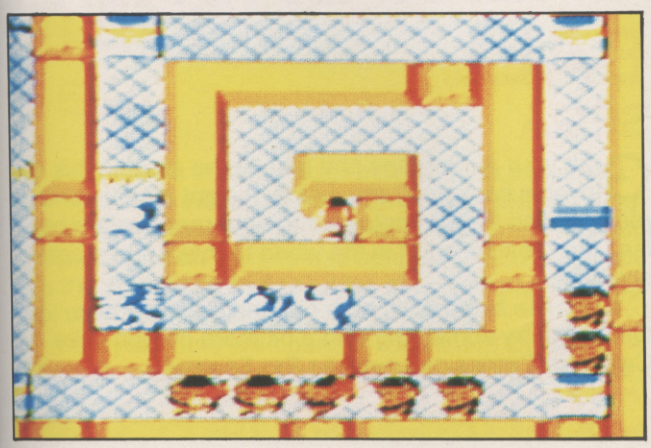
Each player (and there can be two at once) selects a character - either the Valkyrie, Elf, Wizard, or Warrior. Then you're thrown in at the deep end - placed in a huge scrolling dungeon full of creepy creatures and malevolent monsters! All you have to do is make your way to the exit - not easy because there's a vast army of creatures out to knock down your health points.

The levels are littered with treasure chests, which give bonus points when collected. Food can also be found which adds 100 points to your health, and there are also potions which give temporary benefits such as invulnerability and spells which damage or kill everything on-screen when unleashed.

The game is played at a tremendous speed, and each dungeon is packed with literally hundreds of vile and gruesome creatures all out to get you - as you can imagine, it's action all the way! As well as being very playable, the graphics and sound are also excellent. The sprites are small, but they're superbly detailed, and the backdrops are very polished, giving the game a true arcade look.

With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this into it.

OVERALL 90%



GHOSTBUSTERS
SEGA

This is a conversion of the incredibly successful computer games of the film, the first version of which appeared on the Commodore 64 over five years ago! But don't let its age put you off - the gameplay's still as fresh as the day it was conceived.

On the whole Ghostbusters is a great game. There are a few new additions to this Sega version, and the gameplay has been tweaked to make it even more exciting.

The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesizers.

Still, turn down the volume and get bustin'...

OVERALL 86%

GHOST HOUSE
SEGA

Originally on ROM card, and now re-released on cheapie cartridge, this offbeat platform game has you running and jumping around the screen shooting at a variety of supernatural baddies - including Count Dracula himself!

The graphics are of the cute style - big heads, big eyes and little bodies - and the sound is very jolly, and at its cheap price the addictive gameplay provides plenty of fun at a price every Sega owner can afford.

OVERALL 79%

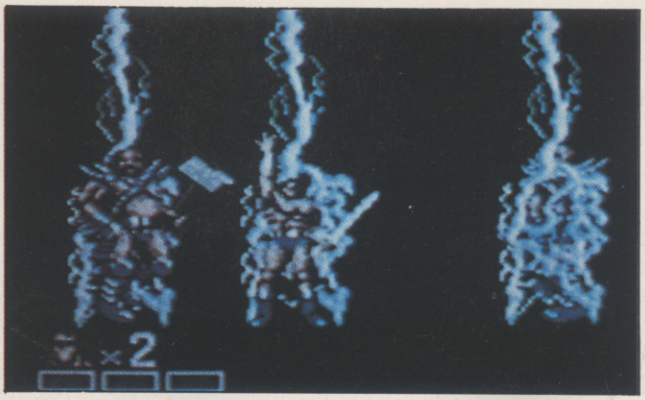
GLOBAL DEFENCE
SEGA

Known better to arcade goers as SDI, this Missile Command variant gives you a very unenviable task. An enemy country has launched a missile attack on your country and you've got to shoot them all down with your crosshair sights before they land.

Not only are their missiles flying around, there are also a variety of space craft providing plenty of hassle - eek!

The graphics are excellent, and the gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with this, there's plenty here - try before you buy.

OVERALL 80%



GOLDEN AXE
SEGA

The evil Death Adder and his army of undead are abroad, and it's up to you to take on his army and rid the land of his vile curse.

At the start of the game you can select one of three different types of magic - fire, wind or water, and after that it's time to enter the horizontally scrolling fray. The hero has a variety of offensive moves, all of which have to be used against the vast marauding army who attack every step of the way. It's a tough mission, but Black Adder isn't unbeatable...

Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.

OVERALL 92%

GOLFAMANIA
SEGA

Golfamania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room.

The control method is easy to use, and it's all very simple to get into. But the holes get progressively more tricky as you play through the game and there's a strict par which you have got to try and meet.

There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!

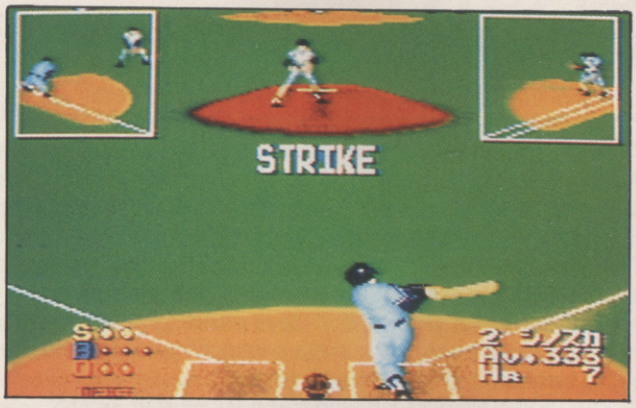
OVERALL 88%

GOLVELLIUS
SEGA

RPG fans will be interested in this one. Guide the hero around the large landscape and liaise with the people to save the day. There's not much action, but plenty of brainwork is required to progress through this tricky adventure.

The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sedate game which requires plenty of the old grey matter, check this one out.

OVERALL 81%



GREAT BASE-BALL
SEGA

Baseball strikes again in this competent recreation of the sport. It plays a challenging game, and there's a two-player option to let you challenge a friend.

Great Baseball isn't as good as American Baseball, so we recommend baseball fans to try that first before buying.

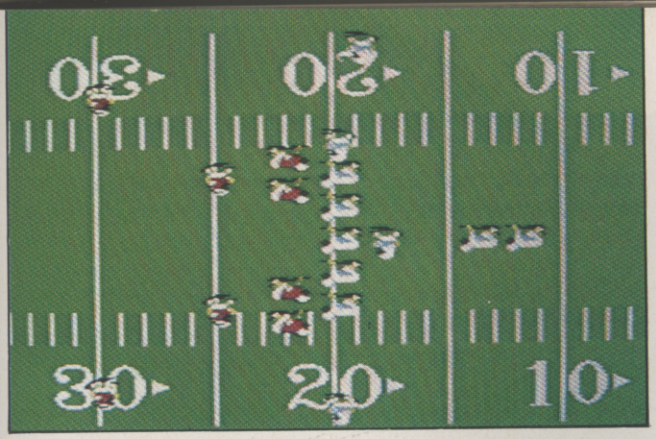
OVERALL 70%

GREAT BASKET-BALL
SEGA

Grab your Air Jordans and take to the court in this enjoyable basketball simulation. It's got a neat control method, and the gameplay is fun - but really basketball isn't the greatest sport in the world to make into a console game.

If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph - like California Games or American Pro Football.

OVERALL 68%



GREAT FOOTBALL
SEGA

Not soccer, as you might imagine - this is a simulation of American Football.

It's OK, as American Football games go, with plenty of options open to the player. However, the computer is fairly easy to beat, and it doesn't take long before you become bored.

If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.

OVERALL 67%

GREAT GOLF
SEGA

If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfamania, which has better graphics, sound and playability.

That's not saying this is a disaster, but when it comes down to it, why settle for second best when Golfamania can be bought for just a few pounds more.

OVERALL 71%

GREAT VOLLEYBALL
SEGA

Volleyball is pretty popular in foreign countries, but over here in the UK it never really took off as a big sport. This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed.

Volleyball fans are bound to love it, but those not keen on the sport will find that it gets dull after a while.

OVERALL 71%

IMPOSSIBLE MISSION
SEGA

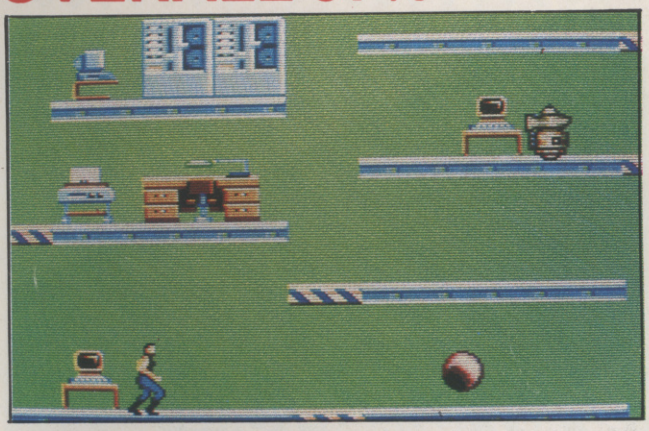
The evil genius Professor Elvin Atombender has hacked into US nuclear defence computers, and unless an extortionate ransom is paid by six o'clock this evening, he's going to launch a strike that could destroy the world.

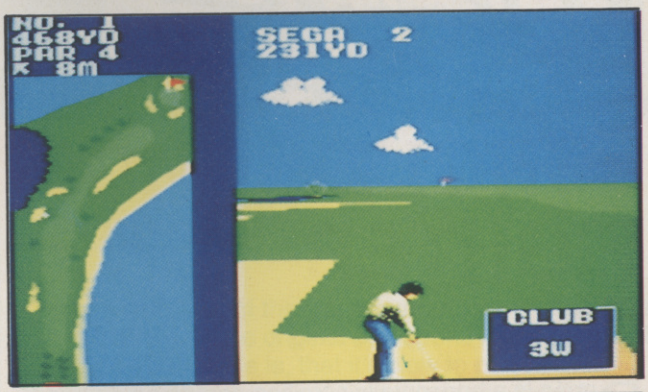
Sounds like it's time to call Special Agent 4125, voted Most Daring Operative of 1982, 1983 and 1984. If he could penetrate Atombender's bunker and disable the computers the world will be saved. Hooray for our side!

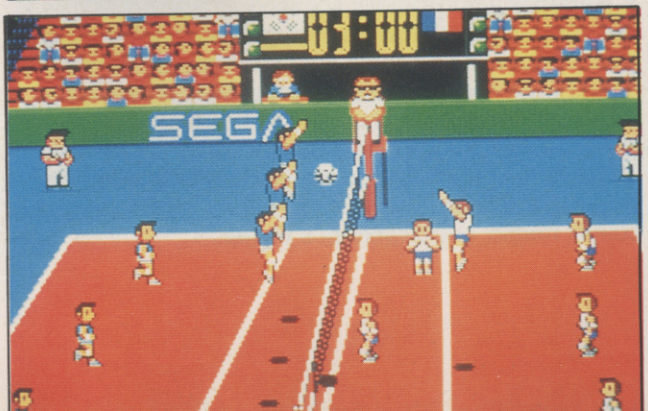
Impossible Mission sounds great, featuring highly atmospheric effects. It looks stunning - wait until you see the superb animation of the main sprite, and just look at the beautifully detailed robot sprites. But, more importantly it plays absolutely brilliantly. And because it's different every time you play, even if you beat Atombender, you're guaranteed a fresh challenge when you return to face him again.

A fantastic game which is destined to become one of THE classic Sega titles.

OVERALL 97%







INDIANA JONES AND THE LAST CRUSADE
SEGA

Indy is a straightforward platform and ladders game in which the hero can run, jump, punch, and (if he's collected the item) whip his opponents so that he can advance to the next level. There are five scenes in all, each based on relevant parts of the film.

The game is almost as hard as the hero himself! From the very beginning the odds are stacked against you as you battle an amazingly tight time limit and hordes of gun-wielding heroes.

There are plenty of nasty hazards and traps to catch out an unwary Indy - so prepare to lose plenty of lives. It certainly helps if you make a map, since the game is the same every time you play it. The graphics are truly superb, with some of the best sprites and backdrops I've seen on the Sega, and the music's not bad either. Seasoned platforms and ladders fans should be in their element with this - those not so good at this type of game might find it all too frustrating, though.

OVERALL 86%

JUNGLE FIGHTER
SEGA

Danan is a horizontally scrolling arcade adventure in which the hero travels through Amazon-style jungles, villages, a battleship, and a temple, in his quest to gather the three objects and defeat the demon Gilbas.

He can jump, crouch, and whip his chopper out and wave it menacingly at the enemies as he explores the landscapes, entering buildings and underground passages. Tokens are there for the taking, adding time, life points, magic, and experience points.

It's all very similar in style to Rastan, but with more levels and a "talk to characters" option, Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game. There are a few niggling points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danan can only do a few moves, and although the baddies are numerous, they're not particularly tough, allowing you to get quite far into the game very quickly. If you're a Rastan fan, give Jungle Fighter a go - but don't expect it to challenge you for long.

OVERALL 75%

KENSEIDEN
SEGA

Here's one for Sega owners who like to use their brains. It's another one of those huge role-playing adventures in which you travel the landscape, picking up items and using magic to defeat evil.

Action is thin on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end!

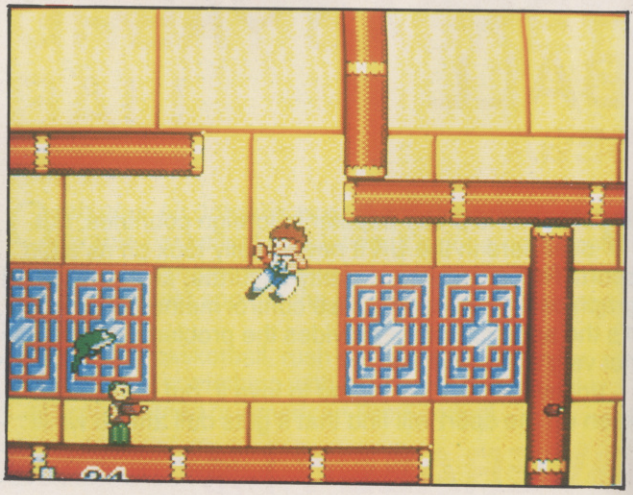
OVERALL 85%

KUNG-FU KID
SEGA

Graphically similar in style to Ghost House, this platform game with kung-fu overtones requires you to guide the hero around the landscape kicking in the heads of the evil enemy army. There are also end-of-level baddies to overcome - so fighting fans should be kept busy for a while.

It's all jolly fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your dosh.

OVERALL 70%



LORD OF THE SWORD
SEGA

Two game styles meet head-on in this role-playing game with arcade sequences. Plenty of deep thought is required as you travel around the landscape attempting to solve the adventure, but you're also called on to use your reflexes in horizontally scrolling beat 'em up sequences.

A nice idea in principle, Lord of the Sword doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.

OVERALL 74%

MAZE HUNTER 3D
SEGA

Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes.

The 3D effect is pretty good, and while the action isn't so addictive you'll forget about eating for a week, there's enough game in there to justify the price tag. Not an essential purchase by any means, but if you're after something new to go with your 3D glasses, this is worth checking out.

OVERALL 74%

MIRACLE WARRIOR
SEGA

Combining plenty of role-playing style brain-teasing puzzles and some Rastanesque arcade action, Miracle Warrior puts you on a mission to avenge your brother's death.

It's a pretty tough game, and you certainly have to get your brain into gear to solve the rather tricky and obscure puzzles.

Miracle Warriors is an enjoyable game, and is recommended to arcade fans who enjoy a bit of adventure-style puzzling.

OVERALL 81%

MISSILE DEFENCE 3D
SEGA

Don your 3D glasses and warm up your trigger finger for this shoot 'em up with pretty neat 3D graphics. It's not particularly original, but the action is fast and furious and should be enjoyed by arcade addicts.

Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.

OVERALL 76%

MONOPOLY
SEGA

Sega's rendition of the world famous board game has all features of the original and sports some colourful graphics. The trouble is, that it's slow to play. It's a shame that this is the case, since it's pretty good fun, but it just gets too dull when you're waiting for the computer to do its stuff.

Unless you're desperate to play Monopoly and never have a friend to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this (after all, you can't argue with the computer!

OVERALL 69%

MY HERO
SEGA

This rather odd-looking cute beat 'em up (strange combination, eh?) requires you to rescue your girlfriend, who's been kidnapped by local hoodlums.

The journey to get her back involves kicking and punching your way across a horizontally scrolling landscape. It's not an easy mission, and there are baddies armed with bottles and bombs just waiting to get you.

The game is good fun, but Black Belt is a better example - try that before buying this.

OVERALL 74%

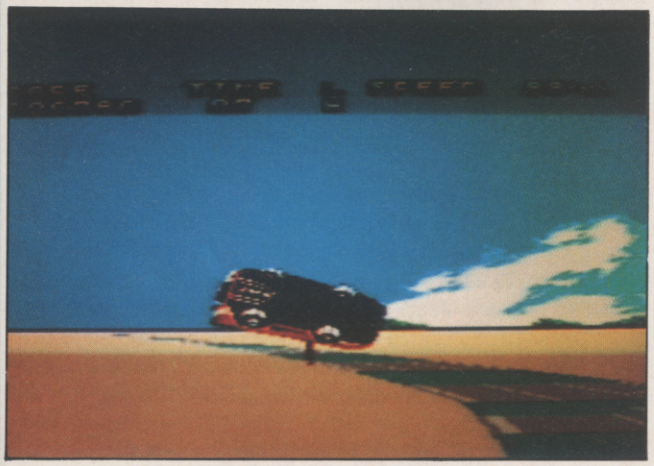
NINJA
SEGA

Recently re-released at a cheap price, this game has you guiding your shuriken-lobbing ninja up the vertically scrolling screen in an attempt to penetrate a heavily-armed fortress.

Although the graphics are rather simplistic, the action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat.

If you're after a combat game with a difference, this is worth taking a look at.

OVERALL 80%



OPERATION WOLF
SEGA

Take the role of a super-tough commando and blast your way across six horizontally scrolling enemy landscapes using your crosshair sights to aim your gun.

There are loads of enemy soldiers, tanks, boats, helicopters - in fact anything they can throw at you - and they're all out to get you, so make sure you're quick with your trigger finger.

Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.

OVERALL 88%

OUT RUN
SEGA

Take the wheel of a ferrari and drive down the highways of America in this conversion of the classic arcade machine.

Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all.

If you're a race fan, take this one for a spin.

OVERALL 80%

OUT RUN 3D
SEGA

Looks and plays almost identically to the non-3D version, but has the additional bonus of effective 3D.

Outrun 3D is about the best 3D glasses game around, and should therefore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses).

OVERALL 81%

PAPERBOY
SEGA

Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who's round takes him to the weird side of town.

The Sega conversion captures all the humour, originality and playability of the arcade machine. It seems very straightforward at first, but once mad dogs, nutty street dancers, runaway tyres and even rogue drivers enter the fray, things start getting very tough indeed. It's great fun trying to get all the papers in the mailboxes, but the best part of the game is causing as much damage to non-subscribers' properties as possible!

With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.

OVERALL 88%

PARLOUR GAMES
SEGA

Combining a variety of "parlour" type board games, this sounds like it might be fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gamesplayers?

OVERALL 47%

PENGUIN LAND
SEGA

Penguin Land, not surprisingly, casts the player as a little penguin, who is stuck at the top of a glacier of ice cubes with an egg. The idea of the game is to guide the egg down each glacier without breaking it by dropping it too far. The other hazards take the form of arctic beasties such as polar bears, who threaten the flightless avian as well his egg.

This is decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega owners.

OVERALL 68%

PHANTASY STAR
SEGA

A sprawling RPG, this game enables you to take the role of Alis, a girl bent on revenge following her brother's death. Her bigger objective though is to liberate the three planets from the evil clutches of Lassic. Along the way you'll meet three other characters who can actually join your liberating party. The action is controlled via an easy-to-use menu control system.

RPGers should seek out Phantasy Star immediately. It offers a great depth of gameplay, decent graphics and a good challenge. People who are really turned on by role playing games should look elsewhere (try Y/S for starters) and the hefty, pocket burning price tag (forty sovs) is enough to put any one off the game.

OVERALL 75%

POSEIDON WARS 3D
SEGA

As the name suggests, this is a 3D electro-specs game, which puts you in the middle of a naval war. Sink as many of the patrol boats and battleships zooming across the horizon as possible, and zap any aircraft swooping overhead.

The hostile sprites don't whoosh out of the screen, and the 3D specs only provide the illusion of ships zipping across the screen at different distances from the player. The action is quite basic shoot 'em up stuff too, so all in all, this isn't a particularly stunning game, even with the added dimension.

OVERALL 55%

POWER STRIKE
SEGA

Here's a novelty - a vertically scrolling shoot 'em up on the Sega! Take your all-action death-mobile through six levels of laser-death with some of the best bolt-on weaponry yet seen in an 8-bit Sega game. There's the likes of Pulse Cluster Beams (the bog standard weapon) and Directional Shot, Web Gun, Laser Cannon and Rolling Fire (they're all special weapons)! Power chips are just the business for powering up your beam.

The fast and frenetic action of the game is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power Strike remains the best vertical scroller around.

OVERALL 90%

PRO WRESTLING
SEGA

Pro Wrestling on the Sega offers you the chance to get into that ring and fight it out against huge, grotesque, sweating muscle-mountains. The joypad becomes your means of attack and a number of wrestling moves have been crammed into the game! You'll need them, as the opposition have no qualms about mercilessly kicking your head in.

This version of the old grappling game features some very nice presentation screens, but unfortunately this graphical competence doesn't extend to the game itself, where the sprites are ill-defined and the backdrops not much better. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Avoid, unless you're a real die-hard grappling fanatic.

OVERALL 46%

PSYCHO FOX
SEGA

Adopt the mantle of Psycho Fox for this jolly, mega-cute platform romp. In what must rank as the Super Mario of the Sega world, Psycho Fox travels around the horizontally scrolling maps using his mega-powered punch in order to dispose of any nasty meanies who cross his path. On his way around the platform playfields, Psycho may find special transforming sticks that change him into either a monkey, hippo or tiger - each has it's own special characteristics.

Featuring plenty of extra rounds and hidden bonuses, Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the Sega Master System. Need we say more? I think not - just go for it!

OVERALL 92%

QUARTET
SEGA

Sega's fairly unimpressive coin-op only really took off in the arcades because it copied Atari's idea of simultaneous four-player action. However, this effort takes our heroes across horizontally scrolling platform screens where they blast any aliens who dare cross their path. Of course, in this Sega conversion there's no chance of four players taking part simultaneously, but instead two can play at this game (shouldn't it be called Duet?) and choose their heroes from the original band of four.

Unfortunately, the Sega version of Quartet is pretty tedious. The backdrops are faintly interesting, but the sprites and sound are both unremarkable. However, the thing that really lets the game down is the complete lack of variety between each level. If you've seen one level, you've seen them all...

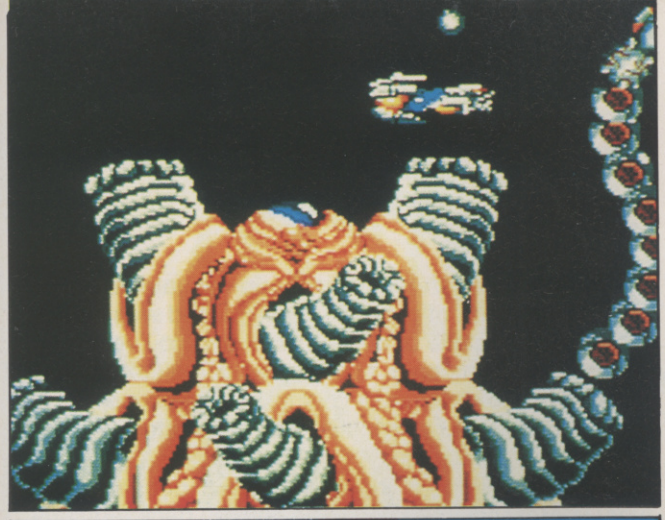
OVERALL 64%

RAMBO III
SEGA

Until Operation Wolf came along, this was the only Operation Wolf type game on the Sega. You play the eponymous muscle-bound 'Nam vet, on a mission to rescue your old pal Colonel Trautman from terrorist forces in Afghanistan. So plug in your light gun and get blasting at the soldiers who constantly pop up in front of you, and the tanks and helicopters which take pot shots from the distance.

Great graphics and bloody good (or good, bloody) gameplay make this one of the best Light Phaser games out. If you're a Light Phaser owner who is desperately seeking a brill Op Wolf game then go for Rambo III, but if you haven't got one then go for the real McCoy.

OVERALL 89%

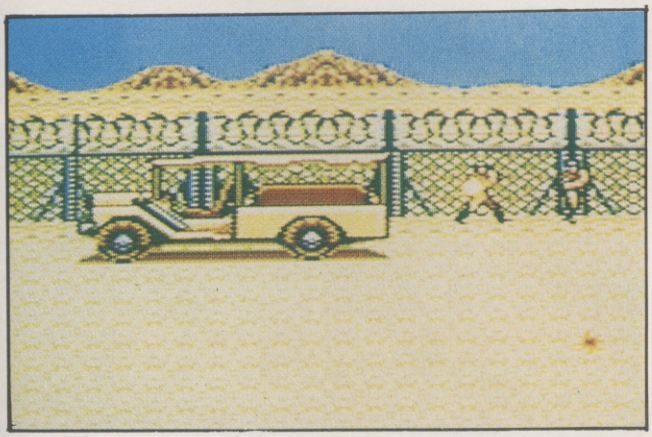


RC GRAND PRIX
SEGA

Up to five players can participate in this scrolling race frolic (but not at the same time) where the aim is to race around the track and beat three other computer-controlled buggies. Once you've won, you're awarded loads of lovely lolly which you can splash out on new, higher performance parts for your pint-sized racer.

RC Grand Prix is a very playable game which plays at a very high speed. The graphics aren't amazing but suit the game, and there's hardly any sprite flicker whatsoever! However, although there's a fair few tracks, it won't take forever to complete them all and after that there's not very much to keep you coming back for more. Recommended to younger Sega owners.

OVERALL 70%



R-TYPE
SEGA

Take your R9 fighter out into eight levels of horizontally scrolling madness, where the main object involves blasting the hell out of the assorted minions of the Bydo Empire, with an assortment of bolt-on weaponry, including The Force. This detachable item protects your fighter from fire either in front or behind and can be powered-up itself with a number of attachments including reflective laser fire, ground-hugging destructive photons and a lot more besides.

R-Type on the Sega is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on screen. Still, shoot 'em up fans should seek this out immediately!

OVERALL 84%

RAMPAGE
SEGA

Invade the streets of New York as a ten-storey high mutant, and use your colossal power to wreck everything in your path! Three monsters are available (namely King Kong, Godzilla or a giant lizard), and two can play at this game of destruction at the same time! But the humans aren't very happy with your terror-inflicting ways and have despatched airborne squadrons to blast you into oblivion. Luckily, hungry monsters can top up their energy bars by eating people!

Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of the monster coin-op is there to be savoured, with great graphics to boot. Highly recommended.

OVERALL 85%

RASTAN
SEGA

Take control of the sweatiest barbarian of them all - Rastan. Unfortunately, he's not at all happy at the moment, because nasty foreigners have robbed him of his kingdom! Pausing only to collect his enormous sword, Rastan sets out on a huge vendetta, killing any nasty enemy minions who get in his way across the multi-directional scrolling backdrops.

The Sega version of Rastan isn't a bad slash 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep avid sword slingers quite involved for along time.

OVERALL 79%

RESCUE MISSION
SEGA

Dust down your trusty Sega Light Phaser and ready yourself for a challenging game of target shooting. The object is pretty simple. A soldier travels along a railway track and it's your job to defend him with your light-powered firearm. Various meanies travel around the screen and it's their aim to do away with the soldier hero. It's your job to just keep blowing them all away!

Rescue Mission comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away for ages. Go get it, you'll love it!

OVERALL 82%

ROCKY
SEGA

After Rambo, Sylvester Stallone made a further appearance on Sega screens in the role of his mumbling boxer. There are three hard-hitting opponents to take on in this fighting game, using the joypad to provide hooks and crosses, and some duckin' an' divin' too.

The graphics in this one are quite spectacular for a Sega, but where the game falls down is in the lastability stakes. Three opponents isn't enough to keep you occupied for months on end, especially as the simple control method makes it easy to become very good at the game very quickly. If there was more game for your money this could have been a contender, but Rocky just doesn't last the full 15 rounds.

OVERALL 62%

SCRAMBLE SPIRITS
SEGA

Take your WWII fighter across land and sea, machine-gunning your way through oncoming enemy squadrons and putting the torch to battle ships and aircraft carriers. Extra help comes in the form of tiny wing-planes, which fire in different directions, and can be programmed to fly into troublesome enemies, kamikaze-style.

This is a one or two player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by blurred, flickering sprites and the "power-ups" are fairly pitiful too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.

OVERALL 49%

SHANGHAI
SEGA

Another one of those ancient oriental games, Shanghai is a sort of patience game played with tiles. There's a huge pile of these things, and you've got to remove matching pairs of them and completely clear the table. It might sound easy, but it's not, because you can only remove tiles horizontally, and quite often pairs are covered by other tile.

Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.

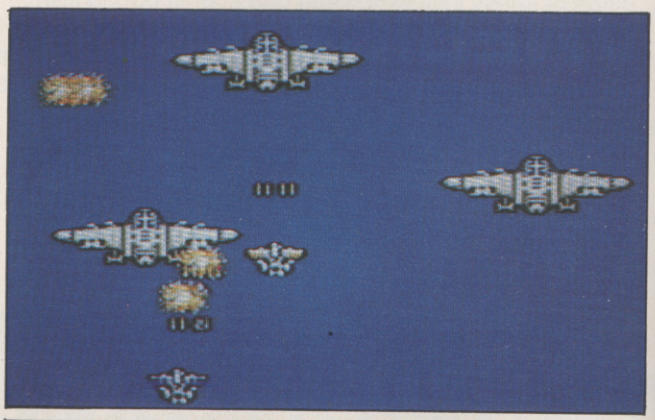
OVERALL 88%

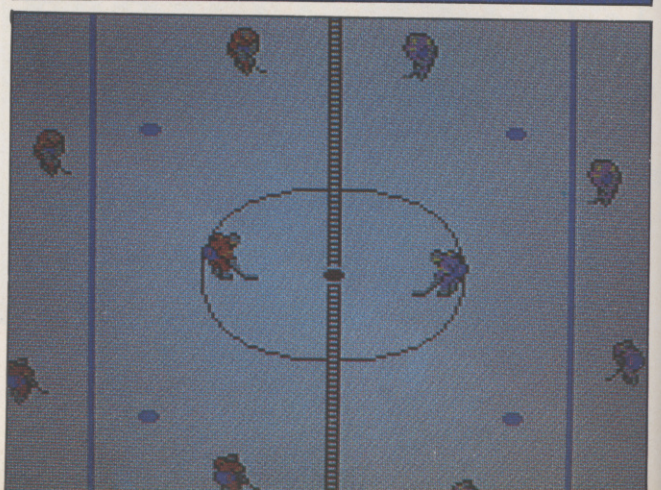
SHINOBI
SEGA

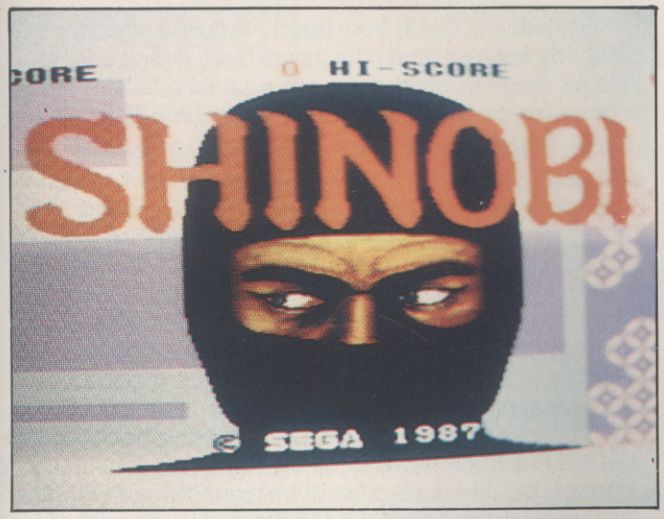
You're Joe Mushashi - a mean, black-clad ninja dude, who must travel the horizontally scrolling levels using your ninjitsu skills to blat the baddies and rescue the kidnapped kiddies. There's also a shuriken shooting range in there, where our hero chucks death-stars at the evil henchmen. Six twisted arch-villains also make an appearance, and a different beat 'em tactic is required to despatch each one.

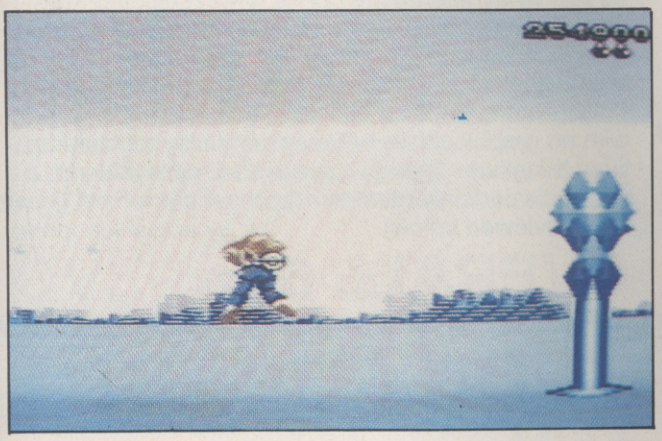
Sega Shinobi is a great conversion of a decent coin-op, with literally hours of beat 'em action jammed in. Shinobi has great graphics and jam-hot playability, and since there's hardly decent Sega beat 'em ups available, there's no excuse not to add this to your collection.

OVERALL 87%









SHOOTING GALLERY
SEGA

This is the cartridge you used to get with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario.

The graphics are colourful and detailed in all three sections, and although the games are fairly basic, they do provide enough decent entertainment to warrant the expense. Worth a go.

OVERALL 70%

SLAP SHOT
SEGA

Take control of a whole ice hockey team and using your amazing joypad skills, beat the opposing team by getting more goals than them. The on-rink action is displayed on a horizontally scrolling playfield, whilst shots at the opposing goal are presented in a more appealing 3D one-on-one manner.

Both one and two player options are available in this offering, and generally speaking, Slap Shot plays a very playable game of ice hockey. The graphics may not be totally awe-inspiring, and the sound's even worse, but in two-player mode, Slap Shot is a great laugh. Check it out.

OVERALL 82%

SPACE HARRIER
SEGA

Take off and battle aliens who've invaded the beautiful Fantasy Zone in this 3D shoot 'em up. The basic gameplay is exactly the same as the highly successful Sega coin-op of several years ago, but there are new aliens to blast into oblivion.

The 3D isn't too bad, and the colourful sprites and backdrops makes this game look very attractive indeed. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

OVERALL 77%

SPACE HARRIER 3D
SEGA

Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.

OVERALL 78%

SPELLCASTER
SEGA

Another of Sega's RPGs, though unlike Y'S and Ultima, this does feature a fair bit of arcade action. The object of the game is to rid the land of a despotic ruler, and to this end, you have to travel from place to place, seeking information as to his whereabouts, as well as sacred weapons and magical powers. After assessing clues, and choosing a relevant destination on the map, the screen switches to a sort of sideways-scrolling beat 'em up, which follows the hero as far as the boss at the end of the road, which of course, he has to eliminate.

This beat 'em up bit is actually pretty good, and that, and the basic decision-making element make this very easy to get into. It's especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real D and D stuff of Ultima.

OVERALL 84%

SPY VS SPY
SEGA

The devious game of low-down, devious dirty tricks hits the Sega - and it's a goodie! The object is to infiltrate a secret complex, find some secret papers and then make an exit via the secret airport! The only thing stopping you from completing this task is another spy intent on doing exactly the same thing! You've got to stop him and can do so in one of two ways. Firstly, you can club him into submission or booby trap some of the surroundings!

Spy vs Spy ranks as a classic two-player game which won't set the world alight with either its visuals or sonics, but scores extremely highly in the playability department! Our advice is to check out this top-notch offering, pronto.

OVERALL 88%

SUMMER GAMES
SEGA

Summer Games features five events: the 100m dash, the pole vault, gymnastics, 100m freestyle swimming and the high dive. Each can be completed in turn, or can be played separately. Points are awarded for performance, with the medals being dished out for first, second or third place.

Summer Games is a real disappointment. The graphics are small and have little detail, and the backdrops are bland beyond belief - surely there was scope for some amazing animation here. The gameplay is very dull, most events requiring simple button-bashing to succeed, and those that don't are easily mastered. Even if you're a big fan of sports simulations, you'll more than likely find this very disappointing.

OVERALL 41%

SUPER MONACO GP
SEGA

Though it shares it's name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. It has similar rip-up-the-road action, but the main difference between this and its arcade namesake is the split screen which allows two players to race head to head - a neat innovation which puts Super Monaco GP way ahead of the other Sega driving games.

There are a selection of tracks, engines and gearboxes (automatic to 7-speed, which is most difficult to control but provides the best acceleration), and you can even tinker with the car's aerofoils and suspension to customise it to your own driving style.

Graphically this is very good - fast and effective 3D and tidy sprites - and it plays well too, even in single player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!

OVERALL 92%

SUPER TENNIS
SEGA

The first of Sega's tennis games sees you slugging it out in a court battle against a human or computer opponent. It's the usual case of ball-whacking shenanigans as you try to rack up the points to win sets and matches.There's not really a whole lot more to the game than that, not that you would expect much more from a tennis game.

This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it's reasonably playable for a while, it's certainly no match for the more recent Tennis Ace (reviewed below).

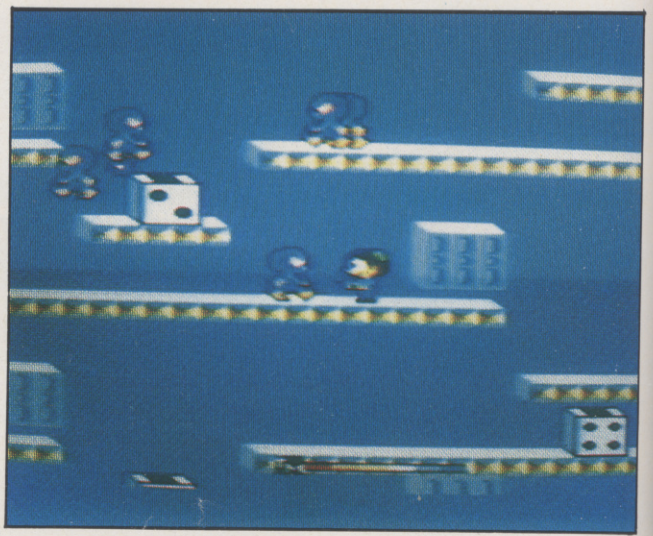
OVERALL 69%

TEDDY BOY
SEGA

Become the quiff-toting hero on a mission to rescue his lost love in this platform leapabout with beat 'em up overtones. Watch out for any nasty platform-dwellers on the way though, because quiff-toting heros are great delicacies round their way, especially barbecued.

This was never the most outstanding Sega release, but now it's doing the rounds with a price tag of a tenner, it's not such a bad buy. The graphics are cute, and the gameplay, while it's not fiendishly exciting, is decent enough fun for a fair few hours. A nice little potboiler.

OVERALL 69%



TENNIS ACE
SEGA

In the Sega tennis stakes, it's game, set and match to Tennis Ace. Whereas Super Tennis has no extra bits to speak of, Tennis Ace lets you choose to be one of 16 players (all of whom have their own strengths and weaknesses), and you can then play a singles or doubles exhibition match on lawn, clay or concrete courts or start a tournament (which has a password save option to let you restart a competition from where you left off). As well as being able to compete with a human opponent, you can of course play against computer players or even, in a doubles match, have a computer partner.

The graphics in the game are as good as a viewed-from-above tennis game could be, but you also get close up animations of each service. The sound isn't bad either, and as well as jingly tunes, the Sega even attempts to speak a few umpire-like line calls. The gameplay itself is uncomplicated, but the joypad buttons do provide forehand and lob shots, and if you can get in the right position you can even perform smashes.

One of the better Sega sports sims which should keep any tennis fan happy when the municipal court is under six feet of water.

OVERALL 80%

THUNDERBLADE
SEGA

Take to the skies in a combat chopper and fly solo against an entire enemy army in this 3D coin-op conversion. Containing both first-person and horizontally scrolling sections, there are plenty of aerial and ground targets to blow away - but be careful out there, they're out to get you too!

Thunderblade must have been a pretty tricky coin-op to convert, but the programmers have managed to capture it pretty successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.

OVERALL 80%

TIME SOLDIERS
SEGA

The evil Gylend has transformed five Earth Command Troopers into red balls and cast them into the time vortices to be guarded by various historical boss nasties. You (and a friend, this being a two player game) must travel the chrono-streams to each trooper's location in space and time, blast away the monsters and warriors of the period, then nuke the head beast to release your comrade. You start off armed with bazookas, but if you collect the right icons you can stock up with three-way missiles, rocket launchers and speed-ups.

If you were ever a lover of the (rather obscure) Time Soldiers coin-op, you'll be pleased to hear that this is a pretty good conversion. The graphics are dinky, but nicely defined, and the Commando-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of jollies out of this.

OVERALL 73%

TRANSBOT
SEGA

This elderly shoot 'em up gives you control of a Transformer-style robot who is swooping over alien landscapes, zapping away at all sorts of alien ships. Shot ships leave behind letters which provide alternative weapon systems for our plucky automaton, making his horrendous task a little easier to cope with.

This early Sega shooter was a bit basic compared to more recent titles such as R-Type, but at least there are extra weapons in there to keep a bit of variety. The other plus is that it now sells in Sega's ten quid range, so it's well worth rooting out if you're short on moolah.

OVERALL 75%

ULTIMA IV
SEGA

After enjoying vast success on various computers, this vast RPG was converted to the Sega Master System - and very successfully too! The storyline involves you being dragged into the inter-dimensional realm of Britannia to help Lord British and his chivalrous mates defeat the evil at work throughout the land.

You have to lead the four characters in your party around castle dungeons and through towns, woods and marshes, enlisting the help of friendly citizens along the way, and putting bandits and monsters to the sword. Dead guys leave behind treasure which lets you buy new gear in the local armourer's and pay for food, grog and information in the taverns.

Though this scores quite low on the graphics-ometer (apart from the occasional scene-setting pic), it has weeks, nay months of gameplay packed into its chips, and a battery-backed game-save too! If role-playing is your idea of heaven, get hold of Ultima IV fast!

OVERALL 89%

VIGILANTE
SEGA

Hecky mick, someone's kidnapped Madonna! No, not that Madonna, stupid, but your girl - who unfortunately happens to be lumbered with the same moniker.

It's not just a case of going up and asking for her back, oh, no sir, you've got to get out there and beat the

shiny shades out of 'em! The whole thing is one big horizontally scrolling bash 'em up, with you taking on the rampaging hordes of psyched out thugs single-handed.

The Irem coin-op from which this is taken was nothing outstanding by any stretch of the imagination, but the audio-visual side of it was a touch on the nice side. The Sega version manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX are a little ropey. The playability remains the same, however, which is the important thing, so if you're after a not-too-taxing beat 'em up, have a look.

OVERALL 80%

WANTED

SEGA

Some real no good varmints have been a-stirrin' up trouble in downtown Tombstone, a-killin' an' a-pillagin' an' a-generally not being very nice at all.

The low-down tin-horn sheriff has turned chicken and been run out of town, and you're the community's only hope; besides, there's a reward of four bags of gold in it for you. Saddling up your hoss you ride into Tombstone, gun cocked, ready for the bad-hats.

If you're keen on shooting gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun (and don't forget, this doesn't work with a joypad), you could do a lot worse than this.

OVERALL 70%

WONDERBOY

SEGA

It's time for you to get out of your pram, bung on your nappy, and get out and save Wonderland from the evil forces of darkness!

It's a horizontally scrolling platform caper (very much along the lines of Nintendo's Super Mario games), with some of the strangest baddies you could ever wish for in a game! Contact with these depletes your energy, but this can be replenished by collecting fruit. Stone axes and skateboards can also be picked up, with which you can dish out some serious monster mashing!

Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a whole bundle of fun, with cutesy graphics and a jolly soundtrack to add to the appeal.

OVERALL 80%

WONDERBOY III

SEGA

Cursed, wretched and deformed, Wonderboy's latest adventure sees him trying to reverse him from a Dragon's curse that means he's going to turn into a mini-dragon. This quest takes him through many levels of platform infested multi-directional scrolling chaos...

Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing) and a depth of gameplay second to none. There's always something new to discover, be it a key to a previously locked door or even a secret room! Couple that to the sheer vastness of the quest and Wonderboy III's "classic" status is assured. All in all, a very slick Sega product with universal appeal. Make sure it's in your collection - NOW!

OVERALL 96%

WONDERBOY IN MONSTERLAND

SEGA

The second in the series, this is more along the lines of an arcade adventure than the original, but is still a whole bundle of laffs. Again, it's a horizontal scroller, but the graphics have been spruced up, and Wonderboy's even got a suit of armour!

Loads of dragon-bashing equipment can be brought from shops along the way, if you've got the cash - which can be collected from recently deceased nasties!

Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your pad for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.

OVERALL 87%

WORLD CUP ITALIA 90

SEGA

World Cup Italia 90 can be played by one or two competitors, and is divided into three sections. The penalty shoot-out, a one-off match option and The World Cup is the main event, with all six groups represented and all the teams from this year's event.

It certainly looks good when you load it, since it features some excellent presentation screens. However, when you play the game itself, disappointment is the order of the day. The graphics are dreadful and the pitch is so tiny, you've got no room to manoeuvre.

Control is very poor - you can plough through the opposition, shoot diagonally and stick it into the net easily! And that's not all. The graphics are all out of scale (the men are nearly as big as the goal!), the ball movement is utterly unrealistic and the sound is dreadful.

In fact the only thing that's good is the penalty shoot out! If you haven't got a football game, get the vastly superior (and cheaper) World Cup Soccer. Otherwise wait for something better.

OVERALL 48%

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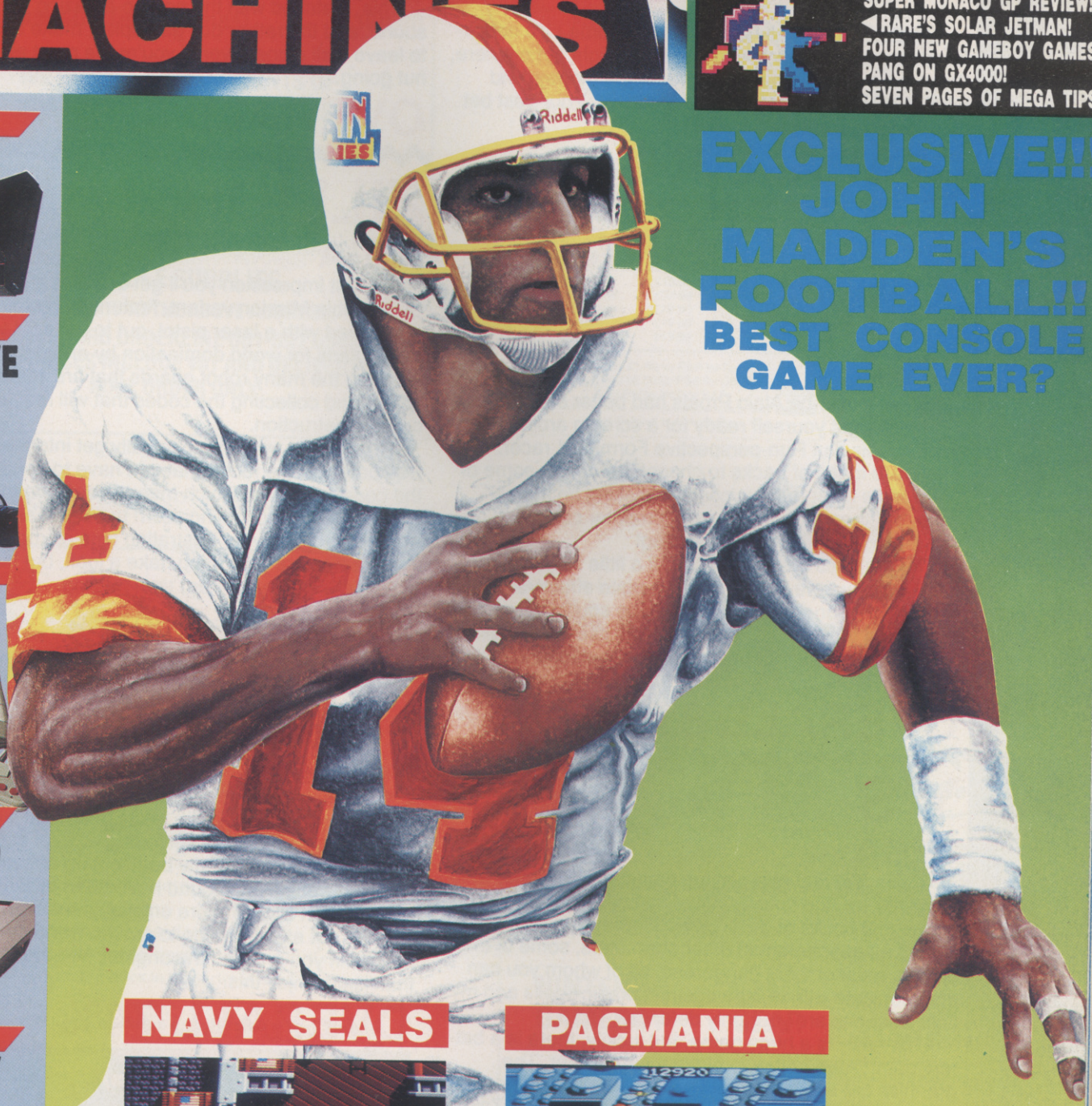

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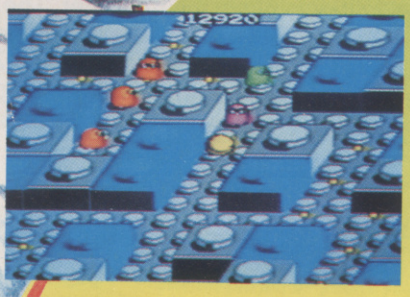

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WORLD GAMES

SEGA

This Epyx four-event sport sim takes you (and up to eight players) on a tour of the world, taking part in such jolly capers as log-rolling in Canada, bull riding in Texas, barrel jumping in Norway and caber tossing in Scotland.

After the absolutely amazing California Games, World Games comes as a complete disappointment. The original computer versions had twice the number of events, and to make it worse, these four are probably the worst of the bunch.

Although graphically pleasing, with some nice colourful sprites and backdrops to create the right atmosphere, there is simply not enough game for the money, and what is there soon becomes very samey. Your best bet is to leave this one well alone.

OVERALL 50%

WORLD GRAND PRIX

SEGA

All you would-be Alain Prosts had better strap yourself in, and get yourself ready for a scream around the track, in this Out Run-perspective Formula 1 racer. There are loads of tracks to choose from, with some of the world's most famous courses making an appearance, but there are quite a few computer controlled drivers out to take the chequered flag!

The graphics are pretty good, if a little flickery now and again, but the overall result is quite effective. The sound is reasonable enough, with the sound of tyres ripping about the corners, and the game itself is a challenging and enjoyable racer which will appeal to fans of the genre.

OVERALL 81%

Y'S

SEGA

Sega's first real role-playing game was this one, which gives you the heroic task of scouring fantastic worlds for the lost books of Y'S. On the journey you come across an assortment of other characters, some of them helpful, most of them dangerous, all of whom you can communicate with or fight against. Magic spells and mystical weapons are your only defence.

This really is a huge game, but luckily, there is a battery game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.

OVERALL 88%

ZAXXON 3D

SEGA

Remember Zaxxon? The first forced perspective coin-op, which was praised more for its fancy graphics rather than the uninspiring gameplay. Well, forget all that, as this 3D version (utilising the also rather uninspiring 3D glasses) takes a behind-the-ship viewpoint, with all the enemy screaming towards you at a great of knots. The problem with this is that some things are obscured by your ship, leaving you eating laser death and not knowing why!

This, matched with the not-too-amazing graphics and sound, and the rather dull gameplay, make this a game to leave well alone, even if you're the most avid Zaxxon nut going.

OVERALL 32%

ZILLION

SEGA

The first impression you'll get of this is a sort of Impossible Mission variant, featuring an athletic sort of guy armed with a laser pistol, out to put paid to an evil tyrant's plans for world domination by entering his base, avoiding the many robot guards that are scattered about, and collecting the codes that will result in the base's destruction.

The thing is, when you actually get into the game, it falls down on the factor that you have to keep track of all the codes required, which means you have to keep stopping the game, scribbling down the code, and carrying on, resulting in a very frustrating time all round. If platform games are your thing, take a look, but be prepared to spend a long, very hard time playing.

OVERALL 71%

ZILLION II

SEGA

Following on from the original, Zillion II is essentially more of the same, with loads of add-on weapons for more robo-blasting, but spiced up with an added jetbike sequence, and some nifty beat 'em up action.

The graphics and sound have been tarted up a bit, but although slightly more enjoyable than the original, Zillion II is not exactly going to set the world on fire by any means. If you enjoyed the original, however, you'd more than likely enjoy this.

OVERALL 74%

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9,900,995 Robert Wigston, Lanarkshire, Scotland

AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston

ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London

ALIEN SYNDROME
270,100 Daniel Curley, Manchester

ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex

AMERICAN PRO FOOTBALL
588-7 Karl Clark, Cleveland

ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs

AZTEC ADVENTURE
267,100 Michael Goode, Cardiff

BLACK BELT
4,561,200 Carl Smith, Hertford Heath

BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey

BOMBER RAID
1,313,500 M G Baker, East Grinstead.

CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts
FOOTBAG: 192,840 James May, Birchington, Kent
SURFING: 10.0 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands

CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester

CHOPLIFTER
1,600,200 Robert Wigston, Lanarkshire, Scotland

DOUBLE DRAGON
1,094,100 Rory Miller, West Yorkshire

DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland

FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex

FANTASY ZONE II
9,541,980 Jon Evans, Walsall

GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx

GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent

GOLDEN AXE
245.0 James Noake, Worcs

GHOST HOUSE
1,388,500 James Denham, London

GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall

GREAT BASEBALL
22-01 Robert Gammon, Bedford

GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics

GREAT GOLF
53 Colin Boyes, Australia

HANG-ON
8,553,264 Euan Matheson, Rosshire

KENSEIDEN
605,100 Michael Goode, Cardiff

MY HERO
15,063,500 Mark Poliovdakis, Australia

OUT RUN
55,120,400 Richard Ellicot, NSW, Australia

PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx

POWER STRIKE
65,242,300 Paul Stokes, Aberdare

PRO WRESTLING
667,100 Tim Gadler, Victoria, Australia

QUARTET
3,170,810 Gareth Wills, Bristol

RAMBO III
95,350 David Barnes, Sawston, Cambridge

RAMPAGE
851,600 David Barden, Norwich

RASTAN
1,461,190 David Buckland, Bristol

RESCUE MISSION
575,300 Christer Holm, Finland

R-TYPE
7,673,800 Scott McGrath, Swindon, Wilts

SAFARI HUNT
9,344,200 Sarabjit Singh, Peterborough

SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks

SHINOBI
1,550,100 Mark Poliovdakis, Australia

SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands

SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks

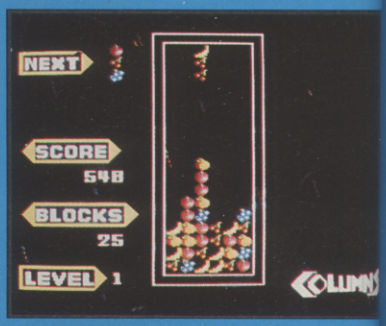
THUNDERBLADE
2,701,000 Alexandre Thilmany, Belgium

VIGILANTE
186,700 Stephen Pope, Chorley, Lancashire

WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire

WONDERBOY III
999,999 Andrew Bowley, Leicester

WORLD SOCCER



41-0 Karl Clark, Cleveland

ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
27,861,520 Daniel Sullivan, Coventry

ALTERED BEAST
2,698,600 Paul Wheatley, Notts

BATMAN
481,700 David Park, Gateshead

COLUMNS
25,270,844 John A Berry, Redhill

DJ BOY
9,835,700 Jonathon Tilbrook, Sheffield

FINAL BLOW
3,189,520 Shejal Mistry, Aylesbury

FORGOTTEN WORLDS
1,845,200 Robert Golden, Lymington, Hants

GHOSTBUSTERS
10,627,000 Neil (awful signature), South Benfleet

GHOULS AND GHOSTS
912,300 Daniel Sullivan, Coventry
GOLDEN AXE
371.5 Glen Williams, London
MOONWALKER
23,570 Peter Allport, Surrey
NEW ZEALAND STORY
522,360 Nigel Weston, Wilmslow, Cheshire
RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs
SPACE HARRIER II
27,283,600 Lee Royle, Reading
SUPER HANG-ON
Beginner: 55,452,580 Anonymous, Somewhere
Junior: 59,986,600 Matthew Adamson, Amersham
Senior: 76,188,460 Matthew Adamson, Amersham
Expert: 83,772,640 Simon Cumpstey, Kirkham, Lancashire.
SUPER MONACO GP
4,679 Peter Allport, Surrey
SUPER SHINOBI
9,999,900 Daniel Sullivan, Coventry
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
THUNDERFORCE III
6,611,550 (Mania level) Martin Trewren, Taunton, Somerset.
ZOOM
209,530 Andrew Croft, Dewsbury, West Yorkshire

NINTENDO

BALLOON FIGHT
995,450 James Rolfe, Tottenham, London
BATMAN
487,999 Edward Robertes, Suffolk
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1,226,350 Gary Thom, Pinner
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303,400 Steffen Sletvold, Norway
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3,295,100 Adam Walsh, Ryde
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Completed James Tillotson, Southwell, Notts
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2 550,750 (completed) Hampus Ericstam, Stockholm, Sweden
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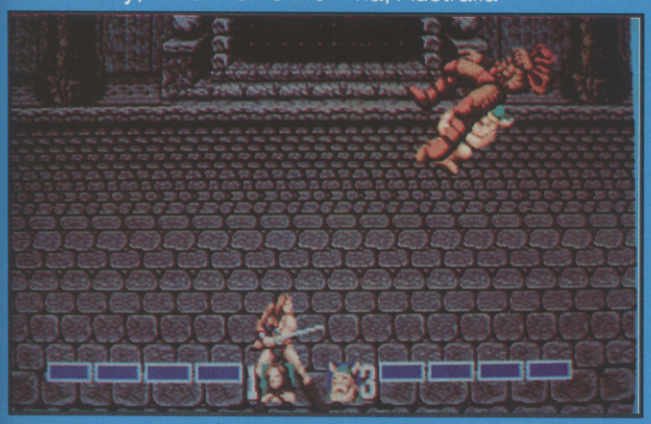
109,200 David Jones, West Midlands



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365,920 Michael Simpson, Glasgow
SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
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106,100 Leo Yeung, Nelson, Treham's
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
11,485,100 Stephen Simpson, Otley
BLOODY WOLF
2,679,600 James Overbury, Cheltenham
CHAN AND CHAN
2,390,500 Stephen Simpson, Otley
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DEVIL CRASH
156,095,500 Bryan Servante, Stevenage
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Pretty cosmic, eh? But that's not half the story. Thanks to those incredibly wonderful people at PC Engine Supplies we've got TWO Game Boys "up for grabs" and each comes with its own luxury Game Boy carrying case! But you've got to earn such a desirable item. First of all, have a bash at answering this set of probing questions...

1. The Game Boy is capable of displaying 4096 different colours. True or false?

2. Name a Game Boy game that has got Mario in it (clever sods could come up with at least three...).

3. What's the name of the latest Nintendo console - just released in Japan.

Think you know the answers to those mind-bendingly difficult questions? Well, if you think you can hazard a guess, then send your answers off to GIVE ME A GAMEBOY AND I'LL RULE THE WORLD COMPO, C+VG CONSOLE BOOK, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. But beware! If you don't get that compo off to us before 6th March then you'll have blown your chance of winning! Similarly, don't try the old multiple entry caper either, or else.

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